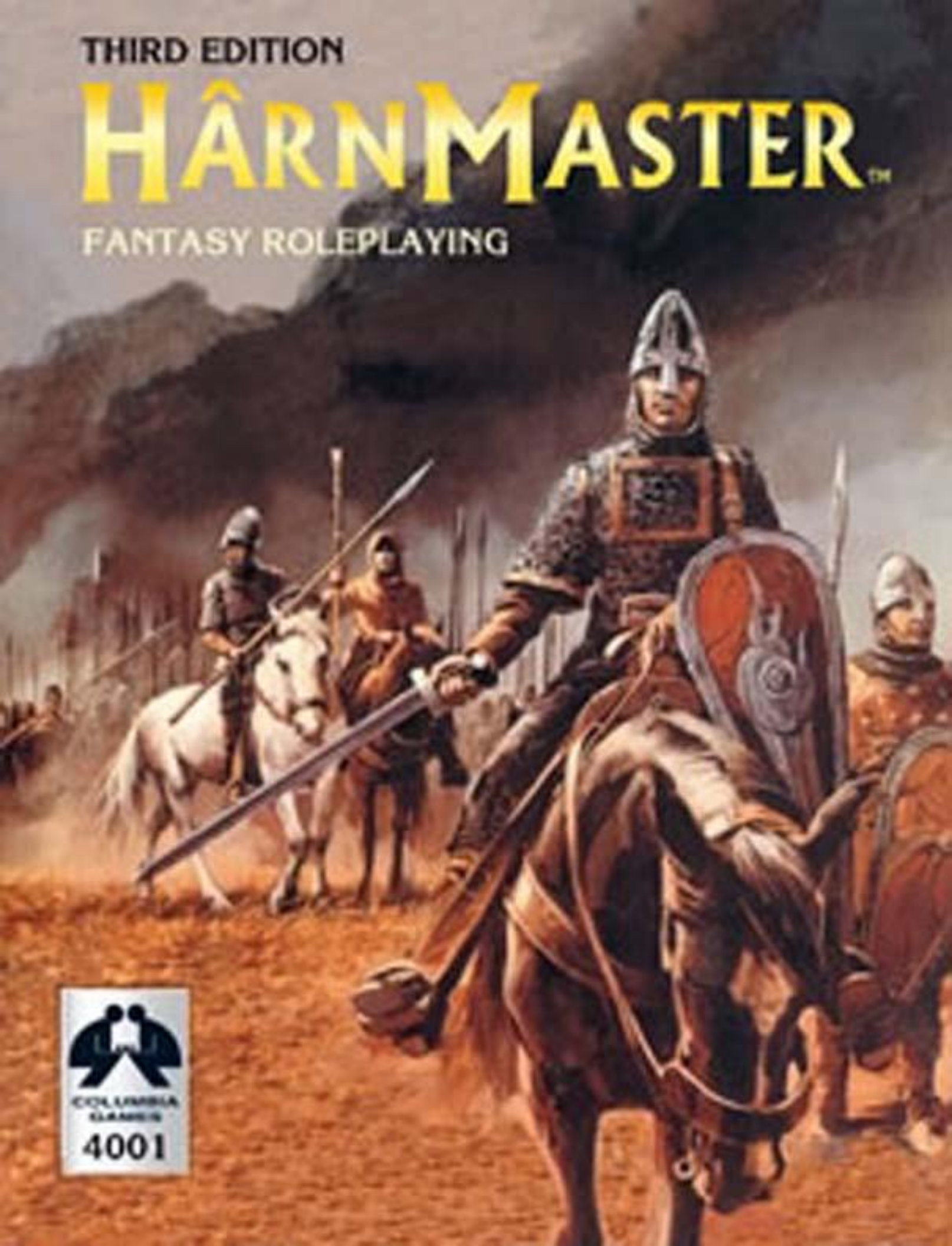
THIRD EDITION

HârnMaster™

FANTASY ROLEPLAYING



COLUMBIA GAMES

4001

HârnMaster™

Third Edition

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HM3–What's New?

Thank you for purchasing *HârnMaster III*. Although the main rules and routines from *HârnMaster II* are unchanged (and that is a good thing) there are many additions and small and subtle changes to note:

CHARACTER

The *HârnMaster* character generation system has been expanded to give players a richer Hârnic experience.

Occupations: Characters have a wider variety of occupations, and can begin play with years of experience (higher skills).

Military: details for enlisting in the army are given.

Appearance: new tables for COMPLEXION, HAIR COLOR, and EYE COLOR.

Contacts: characters begin play knowing (potentially) influential people, which allows them to explore relationships and perhaps advance their social standing. Record all contacts on a separate sheet or sheets.

SKILLS

Skill Bases: the skillbase attributes for some skills have been changed, including:
Stealth: now AGL HRG WIL
Initiative: now AGL WIL WIL
Foraging: now DEX SML INT
Herblore: now EYE SML INT

Many OMLs have also been raised.

New Skills

- ***Dodge:*** now a skill that can be improved.
- ***Condition:*** a skill that allows characters to improve their Endurance with physical fitness.
- ***Rhetoric:*** three new specialties *Command*, *Diplomacy*, and *Intimidation*.
- ***Ritual:*** three new specialties *Liturgy*, *Theology*, and *Scriptor*.

Specialities: each specialty is a separate sub-skill and characters may have as many as they wish. Instead of a 10% bonus, characters now enjoy two point ML increases for skill development rolls of a specialty.

Mental Conflict: revised to bring into line with *HârnMaster Religion*.

COMBAT

Mounted Combat: introduction to horse breeds and detailed rules for mounted combat.

Jousting: rules to amuse knights and perhaps win the favor of a lady. Jousting Pole added to weapon data table.

Outnumbering: penalty applies **ONLY** to Defense Options (including Counterstrike), NOT to Attack.

Flails: all Flail weapons have higher impacts. The one-handed Ball & Chain and two-handed Warflail are now the most dangerous *blunt* weapons.

A/D: weapon modifiers now expressed in 1d100 and a few have been changed (such as Longknife).

PHYSICIAN

The healing rules are improved and easier to use. All characters may attempt treatment rolls to aid a wounded friend. A treated wound usually heals. Bloodloss and infection remain optional.

GM RULES ONLY

PSIONICS

Psionics is no longer an exclusive GM Routine. Psionic talents (if any) remain hidden from players until activated (if ever), but then operate like any other player skill.

Talent Generation: there is a more generous allowance for talent generation rolls.

New Talents: TRANSFERENCE and TRANSMUTATION. have been added.

BESTIARY

- Bestiary Table (with revised stats).
- Rules to handle creature size.
- Articles for GARGUN, IVASHU, and YELGRI which follow the format of our *HârnQuest* articles.

CAMPAIGN

No major changes.

TREASURE

Major and minor artifacts section has been extensively rewritten.

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INTRODUCTION

Welcome to *HârnMaster*. We hope you enjoy our game. The goals in writing this book were to produce a system that is enjoyable, flexible, and playable while also including some historical realism. Since these preferences can vary a good deal from one group to another, we have provided a base set of rules and a number of optional rules that expand the detail as desired. Each option has a checkbox (❑) in front of it which can be marked if the rule is included. The GM and players can discuss their preferences and include only the optional rules they want.

HârnMaster is a fantasy role-playing game in which players assume the identities of characters who explore and experience a fantasy world. A role-playing group consists of a Gamemaster and the players. The Gamemaster (GM) may be separated from the players by a screen, behind which the GM's secrets are hidden: maps, lists, special rules, and other data to which neither the players nor their player-characters are privy. Players should not look on the GM's side of the screen. The idea of the game is to discover secrets and unravel mysteries by intelligent play, not by cheating.

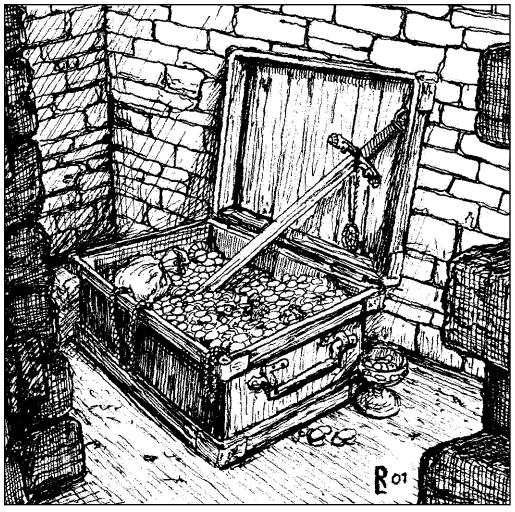
Each player generates a "player-character", or PC, a unique persona who lives in the fantasy world. Players should not confuse themselves with their game identities. The ideal is for players to play a role, to submerge their own personalities and assume those of the character they play. In this, the role-playing game is more akin to theater than traditional games.

The Gamemaster (GM)

The Gamemaster (GM) is apart from the players and functions much like a referee at a sports event. Among many other things, the GM controls weather and climate, societies and institutions, and deities and religions. The GM stands between the fantasy world and the players, describing and explaining it, and operating the denizens that hinder the PCs' lives. But the GM also operates *Non-Player Characters (NPCs)* who can befriend and assist PCs and should never, therefore, be viewed as the "enemy".

The nature of fantasy role-playing is that all rules are optional. Gamemasters may add, delete, or change rules to fit their notions of rightness. The players may appeal decisions and make proposals for change, and a good GM will consider these concerns and try to explain rulings. Ultimately, however, the GM is the supreme authority, and may claim "executive privilege", for there is always some information the players should not know.

It is best if players do not overly concern themselves with the rules; that's the GM's job. Players should develop an understanding of how things work, use common sense, and expect the world to unfold properly. The players' challenge is to explore the fantasy world, meet it on its own terms, and succeed according to the goals they set for *themselves*.



Organization of *HârnMaster*

HârnMaster is organized into articles, each covering a different subject. The pages are looseleaf, and punched for insertion into a three-ring binder in any order desired. This format allows everyone to organize the rules to their individual taste, and to readily expand them with original material while keeping everything organized. Hardcover books look great, but a looseleaf format works best for rules.

Other parts of the *HârnMaster* rules system include:

HârnMaster Magic: generate a Shek-Pvar character. Includes a broad selection of well-known spells, and rules to create custom spells.

HârnMaster Religion: join a church, advance up through church offices, call for divine intervention, and master the often complex nature of clerical rituals. A selection of rituals for each deity are included. Each of Hârn's ten major deities has a separate article outlining church history and organization.

HârnMaster Barbarians: generate tribal characters and use shaman magic. Includes separate articles on each of Hârn's eighteen barbarian nations.

HârnManor: generate and operate a manorial village and lord's household. Since ninety percent of Hârn folk live in rural villages, this material is common knowledge for almost everyone.

Pilots' Almanac: run away to sea and sail the ship of your dreams to exotic ports. Sound good? Some pilots find a watery grave before they find fame and fortune. Includes routines for navigation and crewing vessels, and details on the Pilots', Seamans', and Shipwrights' guilds.

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INTRODUCTION 2

GENERAL INFORMATION

Dice Conventions

Dice are used to generate attributes and to resolve some game actions. When two numbers separated with a small "d" (e.g., 4d6) are encountered, a die roll is called for. The number before the "d" is the number of dice that are to be rolled, and the number following the "d" is the number of sides each die should have. Hence, "3d12" indicates that three twelve-sided dice are to be rolled. A suffix may be included to indicate the result is to be modified by addition (e.g., 3d6+2), subtraction (3d6–2), multiplication (3d6x2), or division (3d6/2).

It is the sum of the dice rolled that are needed, except "1d100" is a special case; it means "percentile dice" are to be rolled. This is done by rolling two ten-sided dice of different colors, reading one die as tens and the other as ones.

Rounding of Fractions: Except where otherwise indicated, fractions should be rounded to the nearest whole number.

Weights and Measures: See the "Weights and Measures" entry in the Hârnic Dictionary section of *HârnPlayer* for the Hârnic system of weights and measures.

Money: See HÂRNVIEW 19 in the *HârnPlayer* book for information on the monetary system used on Hârn.

Abbreviations

We have tried to keep obscure abbreviations to a minimum, but the following occur with some regularity throughout the rules:

FRP Fantasy Role-Playing
GM Gamemaster
NPC Non-Player Character
PC Player Character
AGL Agility
AUR Aura
CML Comeliness
DEX Dexterity
END Endurance
EYE Eyesight
HRG Hearing
INT Intelligence
MOR Morality
MOV Move
SML Smell
STA Stamina
STR Strength
VOI Voice
WIL Will
ML Mastery Level
EML Effective Mastery Level
OML Opening Mastery Level
SB Skill Base
SI Skill Index
CS Critical Success
MS Marginal Success
MF Marginal Failure
CF Critical Failure
IP Injury Penalty
FP Fatigue Penalty
EP Encumbrance Penalty
UP Universal Penalty
IL Injury Level
FL Fatigue Level
B Blunt Aspect
E Edge Aspect
P Point Aspect
F Fire/Frost Aspect

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A player's first task is to generate a character. This section contains Character Generation rules for both PCs and NPCs. A novice GM or player can generate a character with attributes, skills, combat statistics, and equipment in one hour.

CHARACTER PROFILE

The character generation process consists, essentially, of filling out a *Character Profile.* On the Profile you record your character's attributes, skills, possessions, etc. You will refer to the character profile often; keep it handy.

The Attribute and Skill sections comprise the front half of the Character Profile. The back of the profile is primarily concerned with combat statistics, which are dealt with in the COMBAT article.

Some information on the character profile is more or less permanent and may be entered in ink, but this varies from one campaign to another and it takes a while to learn the difference. Putting a sheet protector over a blank profile and then writing on it with erasable pens works reasonably well. Another alternative is to protect areas that change often, such as the Skill ML columns, with "magic tape" and then use a pencil; this allows multiple erasure without loss of clarity. With any luck, your favorite characters will have long careers and you will need to re-copy their Profiles from time to time to keep them legible.

Generating Characters

[1] GM tells the players which optional rules are in play for this game.

[2] Generate Birth, Appearance, Physical, and Personality attributes.

[3] Determine Parent Occupation. You may accept this occupation for your own or seek a new career.

[4] Determine Automatic, Occupational, Family, and Optional skills.

[5] Determine Equipment & Funds.

[6] Determine Contacts.

[7] Veterans (optional).

Character Design

It is possible to build characters to suit a specific need or vision. This is especially useful for NPCs. Rules for character design start on CHARACTER 21.

Character Software

There is a growing library of software for generating characters and managing various aspects of Hârn campaigning. See our website: www.columbiagames.com for details.

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CHARACTER 2

BIRTH ATTRIBUTES

Birth attributes depend on the environment and the nature of the fantasy world in which your character lives. They are the most fundamental attributes and do not change in the course of play. Once you have generated your character's birth attributes, you have an excellent framework for family expansion.

SPECIES [Choice or 1d100]

1d100	Species
01-97	Human
98	Sindarin (elf)
99	Khuzdul (dwarf)
00	Other (GM Discretion)

Although Hârn has many exotic creatures, Humans, Sindarin (elves) and Khuzdul (dwarves) are by far the most commonly encountered. Novice PCs should be human, because the different world views of the Sindarin and Khuzdul make them difficult to role-play convincingly.

SEX [Choice or 1d100]

SEX	Human	Sindarin	Khuzdul
Male	01–48	01–45	01–75
Female	49–00	46–00	76-00

The GM may assign or permit players to choose character gender. Players play their own gender more convincingly. Use the table for NPCs.

Goblins and Dragons, oh my...
Exotic species are problematic for the gamemaster. However, some players may wish to roleplay the following creatures.

Gargun are vastly different from Hârn's other culture-forming races. Also known as foulspawn, orcs, or goblins, these short, hairy, humanoids have a mean disposition and a fondness for eating human flesh, which they sometimes take the trouble to cook! Gargun are universally despised by all other speaking peoples and their chaotic and violent society promotes a short life.

Ivashu might be interesting to roleplay for a while. An Ivashu PC would be "born" at Araka-Kalai, go forth into the world, get killed by some human adventurer, and then get reincarnated at Araka-Kalai. This could continue until the player got bored. A band of Ivashu could be created by the deity Ilvir for a specific mission. Ilvir, being Ilvir, there is no guarantee that the chosen Ivashu would know their mission!

Dragons can be roleplayed if the GM invests in a case of aspirin. All flying creatures create enormous headaches for the GM. Dragons can make pretty big maps from 10,000 feet, and interaction with others tends to be brief.

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BIRTHDATE [1d12 and 1d30]

Tuzyn Reckoning (TR) has a 12 month lunar year. Roll 1d12 to generate a month. Each month has 30 days. Roll 1d30 to generate a birthday. Birth year is best assigned by the GM after character generation. Nuzyael 1 is New Year's Day, the first day of spring.

SUNSIGN [Derived from Birthdate]

Sunsign is a major factor for skill-affinity, but all sunsigns have advantages and disadvantages. Sunsign is determined by birthdate. The first two and last two days of each sign are termed the cusp: a character born on the 1st of Ilvin is termed a *Tai-Skorus Cusp* (the actual sunsign is named first). Those born on the cusp enjoy the benefits of either sign.

FROM	TO	SUNSIGN	SYMBOL
4th Nuzyael	**3rd Peonu**	**Ulandus**	**Tree**
4th Peonu	**2nd Kelen**	**Aralius**	**Wands**
3rd Kelen	**3rd Nolus**	**Feniri**	**Smith**
4th Nolus	**4th Larane**	**Ahnu**	**Fire Dragon**
5th Larane	**6th Agrazhar**	**Angberelius**	**Flaming Swords**
7th Agrazhar	**5th Azura**	**Nadai**	**Salamander**
6th Azura	**4th Halane**	**Hirin**	**Eagle**
5th Halane	**3rd Savor**	**Tarael**	**Pentacle**
4th Savor	**2nd Ilvin**	**Tai**	**Lantern Bearer**
3rd Ilvin	**2nd Navek**	**Skorus**	**Mixer**
3rd Navek	**1st Morgat**	**Masara**	**Chalice**
2nd Morgat	**3rd Nuzyael**	**Lado**	**Galley**

BIRTHPLACE

HârnWorld regional modules provide *Birthplace* generation tables. The GM may assign you a birthplace, or tell you what dice to roll to generate one on these tables.

CULTURE

A character's *Culture* is determined by Birthplace. Most characters born on Hârn are *Feudal*. Common exceptions are: *Imperial* (Tharda), *Viking* (Orbaalese), *Tribal*, *Sindarin*, and *Khuzan*.

SOCIAL CLASS (Choice or 1d100)

The Social Class of characters is best chosen by the GM according to the needs of the campaign. Random generation is not recommended, but the table is useful to determine the Social Class of an NPC encounter.

Class	Tribal	Viking	Feudal	Imperial	Khuzan	Sindarin
Slave	01–10	01–15	01–15[2]	01–25	•	•
Serf	•	16–80[1]	16–70	•	•	•
Unguilded	11–99	81–93	71–93	26–90	01–15	01–70
Guilded	•	86–98	94–98	91–98	16–98	71–99
Noble	00	99–00	99–00	99–00	99–00	00

[1] Orbaal only. Treat as Freeman in Ivinia, Harbaal, etc.
[2] Rethem only. Treat as Serf elsewhere on Hârn.

THE TUZYN YEAR		
Spring	1	Nuzyael
	2	Peonu
	3	Kelen
Summer	4	Nolus
	5	Larane
	6	Agrazhar
Autumn	7	Azura
	8	Halane
	9	Savor
Winter	10	Ilvin
	11	Navek
	12	Morgat

Thirty days hath Halane,
Savor, Kelen, and Larane.
All the rest have thirty too.
I remember this. Can you?

Hârnic Calendar

The calendar used throughout Hârn and western Lythia is called *Tuzyn Reckoning.* The current year is 720 TR.

Sunsign

Hârnic astrology reveals the Pvaric nature of Kelestia. Personality descriptions for each of the twelve signs of the zodiac are given in *HârnPlayer.* The personality of a character born on the cusp would be a blend of the two signs.

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CHARACTER 4

FAMILY DEVELOPMENT

SIBLING RANK [1d100]

1d100	Sibling Rank
01–25	Eldest
26–50	2nd Child
51–70	3rd Child
71–85	4th Child
86–95	5th Child
95–00	6th Child

Roll 1d100 on sub-table (Sindarin and Khuzdul subtract 20) to determine SIBLING RANK, and then roll 1d6-1 plus Sibling Rank to determine FAMILY SIZE. Both stats are entered on the Profile in the format *Sibling Rank of Family Size*. Hence, for the second of five children, the entry should read *2 of 5*. The sex and age of each sibling may be determined by the GM and whether each still lives (60% chance). A family tree can be prepared later.

PARENT [1d100]

The character's biological Father and Mother. Roll 1d100 on the table below and generate additional data as necessary.

01–50 OFFSPRING: Character raised by natural parents. Re-roll on sub-table:
- **01–60** Both parents alive and living together.
- **61–70** Father Absent: desertion, divorce, etc.
- **71–75** Mother Absent: desertion, divorce, etc.
- **76–80** Father dead.
- **81–85** Father dead. Mother remarried.
- **86–90** Mother dead.
- **91–00** Mother dead. Father remarried.

If a surviving spouse has remarried, some interesting step-parent and half-sibling data can be generated at GM discretion.

51-70 FOSTERED: Character lives with another family for social, economic, or political reasons. Guilded apprentices are usually fostered with their masters, as are squires training for knighthood. Poor families, especially those with only one parent, commonly foster one or more children with a relative or neighbor. Generate foster parent status as desired. Fostered children are usually aware of their parents' identity: reroll on Offspring sub-table at +30.

71-75 ADOPTED: Character has been adopted by another family for social, political, or economic reasons. Adoption is generally only done if both parents are dead, but there are exceptions if parental consent is given or if a character is over 21 years of age. Consider present birth generation to apply to adoptive father. The GM may *secretly* generate character's actual birth status. Adopted children are often unaware of the fact.

76-90 BASTARD: Character's parents never married, most likely because the father was of a higher social class, or one (or both) parents were already married or betrothed. Character is acknowledged by father if roll was **76–80.** Character probably lives with mother, but may reside with father if acknowledged.

91-00 ORPHAN: Father and mother are deceased. Character is:
- **01–80** Fostered with another family/clan.
- **81–95** Adopted by another family/clan.
- **96-00** Living alone. Brothers and sisters (if any) may have been fostered/adopted by another family.

The Family Plot

If several players are generating characters at the same time and plan to form an adventuring team, it may be desirable their characters be siblings or childhood friends. This explains how they know each other, and gives them a common bond. Characters related by blood will have similar social and economic backgrounds, and attributes such as Birthplace and Social Class need be generated only once and then applied to all. This also allows the GM to spend more time creating one memorable family history, ripe with family politics and other adventure possibilities, rather than several sketchy lineages.

Even if a PC group is not closely related, family development is worth every minute of a GM's time. A close relative may have considerable leverage on PCs. Having a PC's mother or sister kidnapped by demon-worshipping brigands will usually spur all but the most lethargic of characters to some sort of action. If the GM wants this kind of handy plot device, a detailed family background is helpful.

Bastidy

It is the habit of the upper classes to spread their oats throughout the lower classes; if unacknowledged, your PC's real father may never be known to you, but then again, he may be someone of wealth and power who could be helpful...

Acknowledging a bastard is a significant act; the admission can have important emotional ramifications for both parents, especially to their respective spouses. In families where there is property and/or titles to inherit, acknowledged bastards usually follow the youngest legitimate heir, but dynamic characters may do better, especially if they happen to be a father's eldest son and the legitimate heirs are weak. Many a dynastic bonfire has been ignited with such a spark.

Orphans

In a violent and disease-rampant world, the death of one or both parents occurs quite often. Part of your adventuring may involve finding out the true identity of your parents.

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ESTRANGEMENT [1d100]

Estrangement measures a character's popularity in the clan, tribe, and/or family. It has a significant effect on opportunities, including any inheritance. Being the eldest child of a knight is less advantageous if he hates you.

Siblings with different estrangements are often jealous of each other; this can produce interesting family politics.

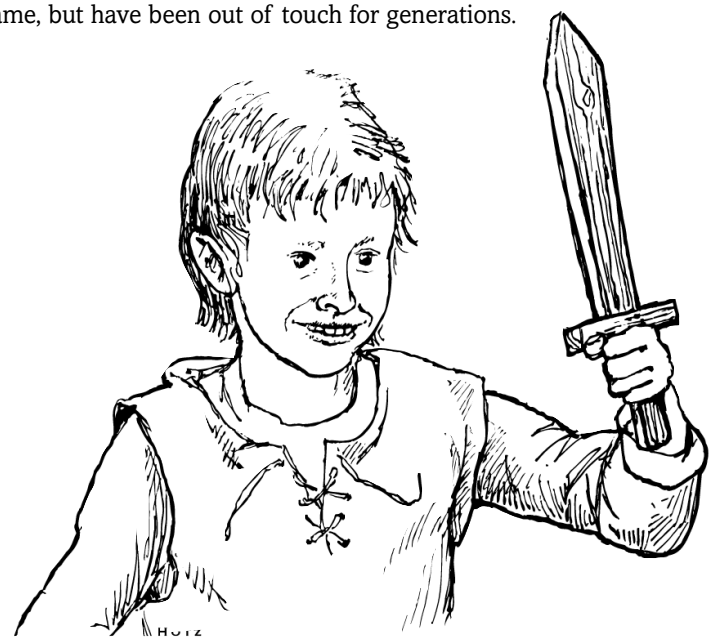
Estrangement may be generated to assess any relationship. The character's popularity with any individual (boss, retainers, or spouse) or institution (army, church, or guild) can be generated as needed. The player may not be informed of all Estrangements generated. Record only the interpretation.

CLANHEAD [1d100]

1d100	Clanhead
01-50	Distant Relation*
51-75	Aunt or Uncle
76-85	Cousin
86-00	Father or Mother

* If distant relation is generated, roll again to determine your Father's relation to clanhead. If distant relation is generated again, roll for the grandfather's relation to clanhead, and so on. In some cultures, maternal relationships are more important.

A character's relationship to the Clanhead is often more important than to parents. Hârnic clans tend to be large. Some live in close proximity. Some number in the thousands and are widely dispersed. Estrangement is generated for a character's clanhead as necessary. If your clan is important/wealthy, it's a good idea to determine your relationship to the Clanhead. Only extended clans need be developed in this way. Your occupation is the best guide to whether a clan is extended. Wealthy and noble clans are often extended. Poor clans are likely to be smaller, especially if they live in major settlements. Poor families in the same town or district may have the same clan name, but have been out of touch for generations.



ESTRANGEMENT TABLE

01–10 OUTCAST: Character is ignored or may even be attacked on sight by other family members. Clanhead may be the character's nemesis.

11–40 UNPOPULAR: With the likely exception of mother, the family dislikes the Character, who is discouraged from living at home, and receives few (if any) favors. Any birthright is given grudgingly, if at all.

41–60 AVERAGE: No advantages. Character may live at home, but few will care much if the Character leaves.

61–95 POPULAR: Character liked by most relatives and may enjoy special favor, but should not take things for granted.

96–00 FAVORITE: The character almost certainly gets special attention or privileges, possibly at the expense of older siblings.

Eldest Child is often favored over younger children. Add 5 when generating Estrangement.

Small Clans tend to like their children more; add 20 when rolling Estrangement in an unextended clan, but always treat a natural roll of 01 as Outcast.

Clanhead

The Clanhead space on the Character Profile expresses the character's blood relationship to the clanhead. In small, poor clans, the clanhead will likely be a parent or grandparent. Except for outcast characters, the clanhead can always provide shelter and a hot meal.

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APPEARANCE ATTRIBUTES

Attributes that describe a character's appearance. They give a basic portrait and are used to describe characters to players. Several appearance attributes affect subsequent generation of physical attributes.

HEIGHT [by Species]

Species	Male	Female
Human	**54+4d6 (68")**	**52+4d6 (66")**
Sindarin	**51+4d6 (65")**	**50+4d6 (64")**
Khuzdul	**40+4d6 (54")**	**40+4d6 (54")**

Height in inches. The average height is given in brackets. Modify at GM discretion for race and diet: Ivinian +1", nobility +2", urban poor –2".

FRAME [3d6]

3d6	Frame	Modifiers
01–05	**Scant**	**–3 Human Female**
06–08	**Light**	**–2 Sindarin**
09–12	**Medium**	**+3 Khuzdul**
13–15	**Heavy**	
16+	**Massive**	

FRAME modifies a character's WEIGHT, which in turn affects STRENGTH and AGILITY. Modifications to the 3d6 roll are made for Species and Sex. Record only the interpretation.

WEIGHT [Derived from Height]

Weight (in pounds) is derived from Height, and modified by Frame. The number given is *optimum* weight, the amount a character *should* weigh with perfect health and conditioning.

HGT/WGT	HGT/WGT	HGT/WGT	HGT/WGT	HGT/WGT
40"/75	50"/95	60"/124	70"/160	80"/210
41"/77	51"/97	61"/127	71"/165	81"/215
42"/79	52"/100	62"/130	72"/170	82"/220
43"/81	53"/103	63"/133	73"/175	83"/225
44"/83	54"/106	64"/137	74"/180	84"/230
45"/85	55"/109	65"/141	75"/185	85"/235
46"/87	56"/112	66"/145	76"/190	86"/240
47"/89	57"/115	67"/149	77"/195	87"/245
48"/91	58"/118	68"/153	78"/200	88"/250
49"/93	59"/121	69"/157	79"/205	89"/255

Frame Modifier: SCANT –20% LIGHT –10% HEAVY +10% MASSIVE +20%

Example: *a character 72" tall, Medium frame, weighs 170 pounds. The same character with Massive frame weighs 20% more (+34) which equals 204 pounds.*

COMELINESS [3d6]

3d6	Comeliness	Modifier
01–05	**Ugly**	**+2 Sindarin**
06–08	**Plain**	
09–12	**Average**	
13–15	**Attractive**	
16+	**Handsome**	

A character's physical attractiveness to the *same* species. Comeliness can be temporarily modified by cosmetics, lighting, or magic, but most enhancements tend to wear off by morning. Record both the number and description.

CHARACTER SIZE

Armour and clothing may vary in size. Items that are too small or too big cause discomfort. A one size difference may be acceptable. Record character SIZE with WEIGHT, such as 153/6.

Weight	Size	Factor	Random
61-65	1	0.50	01-02
66-75	2	0.60	03-05
76-90	3	0.70	06-10
91-110	4	0.80	11-22
111-135	5	0.90	23-37
136-165	6	1.00	38-63
166-200	7	1.10	64-78
201-240	8	1.20	79-90
241-285	9	1.30	91-97
286-335	10	1.40	98-00

❑ OTHER APPEARANCE

COMPLEXION (1d100)

Human	Sindarin	Khuzdul	
01-27	01-97	01-90	**Fair**
28-74	98-99	91-00	**Medium**
75-00	00	00	**Dark**

Color of a character's skin. Human is for characters of Hârnic ancestry. Nordic humans may use Khuzdul.

HAIR COLOR (1d100)

Human	Sindarin	Khuzdul	
01-40	01-25	01-40	**Brown**
41-55	26-48	41-45	**Black**
56-65	49-50	46-70	**Red**
66-70	51-60	71-90	**Silver**
71-00	61-00	91-00	**Blond**

Generates the hair color of youth. Humans modify +25 for FAIR complexion and –25 for DARK.

EYE COLOR (1d100)

Human	Sindarin	Khuzdul	
01-40	01-15	01-50	**Hazel**
41-55	16-65	51-69	**Gray**
56	66-75	70	**Violet**
57-70	76-80	71-85	**Green**
71-00	81-00	86-00	**Blue**

Humans modify +25 for FAIR complexion and –25 for DARK.

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PHYSICAL ATTRIBUTES

Physical attributes express physical and sensory abilities. They are important in determining physical skills and do not normally change, although some circumstances, such as age, can alter them at GM discretion.

STRENGTH [3d6] Key Attribute

Modifiers	
+4	Khuzdul
+1	Sindarin
Weight	
–4	56–85
–3	86–110
–2	111–130
-1	131–145
+0	146–155
+1	156–170
+2	171–190
+3	191–215
+4	216–245

Strength is sheer physical power, a crucial attribute for combat and other physical activities. The higher the number, the stronger the character.

Strength testing would be used for lifting, arm-wrestling, etc. See Attribute Testing (Skills 21).

The roll for Strength is modified by Species and Weight. These modifications (if any) are cumulative, but modified Strength should never be allowed to fall below one (1).

STAMINA [3d6] Key Attribute

Modifiers	
+2	Khuzdul
+1	Sindarin

The character's general physical condition. Whereas Strength determines, for example, how *much* a character can lift, Stamina determines for how *long*.

Attributes

Attributes define a character. They should be generated in the order given because later attributes may derive from earlier ones.

Most attributes are expressed as a numerical value from 03–18, generated by the sum of 3d6, sometimes modified for Species and other considerations. Regardless of modifiers, no numerical attribute can be less than one (1). Some attributes are descriptive, generated by rolling 1d100 and consulting a table.

❑ Key Attributes

Some GMs (and all players) believe PCs are an elite group who should enjoy an advantage in character generation. Although nearly all characters are playable, some might be so disadvantaged as to discourage players.

Seven **Key Attributes** are more important in the *HârnMaster* system than others. The best way to minimize problems with Key Attributes is to roll 4d6, discarding the **lowest** die. The Key Attributes are:

- **Strength**
- **Stamina**
- **Dexterity**
- **Agility**
- **Intelligence**
- **Aura**
- **Will**

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CHARACTER 8

DEXTERITY [3d6] Key Attribute

Modifiers	
+1	Khuzdul
+2	Sindarin

The ability to manipulate objects with the hands. Dexterity is important for warriors and cutpurses.

AGILITY [3d6] Key Attribute

Modifiers	
+2	Sindarin
+2	Scant
+1	Light
–1	Heavy
–2	Massive

The ability to move the body. Agility is useful for warriors, seamen, and dancers. There are modifications for FRAME and for being Sindarin.

EYESIGHT [3d6]

Eyesight Modifiers	
+2	Sindarin
+1	Khuzdul
+1	Tribesmen

The ability to see in *daylight*. Except for nocturnal creatures (like Gargun) a special penalty of 10–30 applies in the dark to all skills requiring vision.

HEARING [3d6]

Hearing Modifiers	
+2	Sindarin
+2	Khuzdul
+2	Tribesmen

The character's ability to sense sound. This is an important component of AWARENESS and is essential for musicians.

SMELL [3d6]

Smell Modifiers	
+3	Sindarin
+2	Khuzdul
+2	Tribesmen

The character's sensitivity to odor and taste. This can be useful for hunting and/or tracking, and may warn of danger. Of course, in a medieval town, a keen sense of smell may well be a curse.

VOICE [3d6]

Voice Modifiers	
+2	Sindarin
Interpretation	
03–04	Unbearable
05–08	Unpleasant
09–12	Average
13–15	Pleasant
16–17	Excellent
18+	Unearthly

The pleasantness and/or volume of a character's voice. Excellent and unearthly voices are in high demand. Voice affects a number of communication skills. Record the number and description.

Tribesmen

Some characters are born into "uncivilized" tribes. At first glance this may seem a dull existence; but, for an aggressive warrior, the possibilities for upward mobility are excellent. Less than a century ago, the great warrior chieftain of the Kubora, known to history as *Arlun the Barbarian,* conquered and founded the present Kingdom of Rethem.

Tribesmen have more highly developed senses than most civilized folk and get bonuses to EYESIGHT, HEARING, and SMELL.

For details on tribal characters and society, see *HârnMaster Barbarians.*

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MEDICAL (1d100)

Characters may begin play with one or more *Medical Traits*. This space on the character profile is also used to record diseases, scars, and other identifying marks acquired during play. Recalculate all skill bases that are affected by attribute changes. The Sindarin are immune to human diseases; treat their (*) traits as "Sterile" (they are relatively infertile).

❑ Medical Option

Reward players with two points which they can add to attribute(s) of their choice (except any affected by the option) *before* they risk a roll on this table.

Male	Female	Medical Trait
01–08	01–05	**Addiction:** Characters are addicted to some substance like alcohol or a drug. Afflicted characters test WILL x4 to resist the first use, and WILL x1 to resist each subsequent use. Characters under the influence may become unconscious, injure themselves, etc.
09	06	**Albinism:** Pallid complexion, white hair, red eyes. Viewing bright light causes intense eye pain, giving a special penalty of 10 on most skills. Albinos sunburn very easily. Some people consider them very attractive.
10–14	07–10	**Allergy:** Common allergies are to pollen, hair, fur, feathers, wool, bee stings, or to foods such as eggs, milk, cereals, or shellfish (GM choice of one of the above). When the substance is nearby, the character suffers from sneezing, wheezing, and coughing. This results in a Special Penalty of 20 to all skills until the allergy source is avoided or removed. Eating allergic foods can cause serious illness or death – treat as poison. See PHYSICIAN 4.
15–17	11–14	**Ambidextrous:** Character can use both hands equally well. DEXTERITY +1d3
18–20	15	**Arm:** One arm missing or deformed. DEXTERITY is –1d3, and activities which require two hands (such as shooting a bow, or using a shield and weapon) are impossible.
21–24	16–19	**Birthmark(s):** may reduce COMELINESS by 1d3, or indicate a special ancestry.
25	20	**Dwarfism:** Character height is Species minimum –2d6", with *Heavy* FRAME.
26–27	21–22	***Epilepsy:** Character may have a seizure (test WILL x5) if traumatized. SWIMMING and RIDING should be avoided. Increase INTELLIGENCE 1d3.
28	23	**Ear:** one ear missing or deaf. Reduce HEARING by 1d3.
29-30	24-25	**Eye:** One eye missing or blind. Reduce EYESIGHT by 1d3. Lack of depth perception and reduced field of vision makes combat difficult, giving a special penalty of 10 to combat skills.
31	26	**Gigantism:** Character height is Species maximum +2d6", with *Massive* FRAME.
32	27	***Hemophilia:** The character's blood clots much more slowly than normal. Attempts to stop bloodloss suffer a special penalty of 40. Females do not suffer the effect, but pass it on to their sons.
33	28–29	**Hirsutism:** Excessive body hair. Reduce COMELINESS by 1d3. Character may be mistaken for Gargun or were-creature.
34–35	30	**Leg:** One leg missing or deformed. Reduce generated AGILITY by 50%. Character can walk (half-move) and hobble (full-move) with the use of a pegleg.
36–39	31–40	**Left-Handed:** DEXTERITY +1d2. Character likely to suffer some discrimination.
40–41	41–42	***Leprosy:** body covered with sores/scabs. Pain sensitivity is reduced (ignore Shock Rolls for Minor Wounds). COMELINESS is –2d6 and RHETORIC is half ML. Contagion Index is 7. See PHYSICIAN 4.
42	43	**Lycanthropy:** Character is a were-creature. Use only at GM discretion.
43–44	44–45	**Monochromasia:** severe color blindness. All colors are perceived as shades of gray. Reduce EYESIGHT by 1d3, and the GM may assess a special penalty when color is significant.
45–47	46–48	**Obesity:** Character's weight is 50% to 100% more than generated. This does NOT increase Strength, but reduces Agility by 1d3.
48–57	49–58	***Parasites:** Worms, fleas, lice, etc. These are fairly common among the lower classes. Character may have special penalty of 10 to RHETORIC skill and 20 to LOVECRAFT.
58–60	59–61	***Poxmarks (healed):** Character bears scars from a disease such as smallpox. Reduce COMELINESS 1d3.
61–63	62-63	**Scars:** Reduce COMELINESS 1d3.
64–65	64–65	**Sterile:** Character cannot have children.
66–70	66–70	**Multiple Traits:** roll twice more.
71–00	71–00	**No Medical Traits**

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CHARACTER 10

PERSONALITY ATTRIBUTES

Personality attributes describe a character's mind and mental power. This section also covers ethical and religious considerations.

INTELLIGENCE [3d6] Key Attribute

3d6	Memory	Reasoning
03–05	Absent Minded	Moronic/Stupid
06–08	Forgetful	Slow Witted
09–12	Average	Average
13–15	Good	Clever
16+	Excellent	Genius

The ability to reason and articulate. For PCs, Intelligence may be best dealt with as *Memory*.

AURA [3d6] Key Attribute

Modifiers	
+2	Human Female
+4	Sindarin
–2	Khuzdul

Hârnic philosophers believe that all living things have Aura and that the physical body is simply a place where the immortal spirit currently resides. High Aura indicates high psychic ability, and is the most important attribute for psionics and magic (although WILL and INTELLIGENCE are also vital).

WILL [3d6] Key Attribute

Modifier	
+3	Khuzdul

Mental strength, tenacity, and patience. A character with low Will lacks confidence, panics easily, and has difficulty with tedious tasks. Those with high Will are resolute, confident, and stubborn.

MORALITY [Choice or 3d6]

Modifier	
+3	Sindarin

Morality is a measure of unselfishness and is a crucial attribute for a PC's religion. It is best if players **choose** a score from the Morality Table (sidebar) that suits their roleplaying style. Actions speak louder than words. The GM may remind a character's that his plan is unreasonable given his Morality. The GM should adjust Morality up/down whenever a character's actions do not suit the attribute. Record number and description.

PC Intelligence

Intelligent players often have difficulty playing stupid PCs (and vice-versa). The GM should make an attribute test when a dumb character attempts something clever.

When testing *Memory,* a higher Intelligence may be simulated with GM reminders such as "I'm sure you remember that terrible flood in Tharda in 707 in which thousands drowned".

Animal Intelligence

All entities are measured on the same intelligence scale. However, animal intelligence has a major instinctual component and is not always directly comparable to that of another species.

MORALITY DESCRIPTIONS

03–04 Diabolical: One who never feels guilt and obeys laws only if convenient. There is no act of depravity the diabolical character will not commit for personal advantage.

05–07 Unscrupulous: One rarely troubled by guilt or influenced by considerations of right or wrong. The unscrupulous character behaves in whatever manner suits the desired objective. An ethical code may be based on a principle such as "survival of the fittest" or "the end justifies the means."

08–10 Corruptible: A moral chameleon who probably ascribes to some kind of ethical code, but will do almost anything for pleasure or profit. The corruptible character tends to view law as an unreasonable constraint, and will bend/break rules with little regard for moral consequences.

11–13 Law-Abiding: One who respects law and custom, and strives to maintain high moral standards, but sometimes lapses. The law-abiding character will usually keep promises made and avoid harming others, but has little difficulty committing violence in a "just" cause. This character suffers guilt after sinning and can be inspired to virtue.

14–16 Principled: One reluctant to cause suffering. Although honorable and dutiful, this character is capable of vanity, greed, and hatred, but will be troubled by guilt when this occurs.

17–18 Exemplary: One who is motivated by the desire to be kind, fair, and honorable, regardless of personal cost. This person may be overly proud and hard to live with.

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❑ PSYCHE (1d100)

Phobias, manias, and other mental disorders can be great fun in roleplaying, but they can also be disruptive. Use only at GM discretion.

The list of mental disorders is not comprehensive. The list is weighted towards disorders that are the most playable. If a mental disorder is generated, also roll on the SEVERITY table (below) and pray for a low roll.

A *phobia* is an irrational fear/aversion. When likely to be stimulated by an appropriate situation, the GM tests the character's WILL to determine if the phobia can be resisted or not. If relief is impossible, a character may faint, become hysterical, go berserk, etc.

A *mania* is an irrational fascination, obsession, or compulsion, usually to excess.

PCs must roleplay any disorder they possess. A character with *Pyromania* should take every reasonable opportunity to start a fire; a character with *Hydrophobia* is unlikely to enjoy swimming, boating, etc. Severity of the disorder is, of course, relevant in the actions that are taken. If actions do not reflect a disorder, the GM may inject appropriate (and nastier) effects.

- ❑ **GM Option One:** Reward players with three points which they can add to attribute(s) of their choice (except WILL) if they risk a roll on this table.
- ❑ **GM Option Two:** Make a GM roll for Mental Disorders. Treat disorder as latent, and advise player only when appropriate.
- ❑ **GM Option Three:** Treat the level of Severity as variable and make a new roll on this table when a disorder is triggered. It is quite possible for someone with *Acrophobia* to climb a mountain with no problem, but panic sitting atop a twenty feet wall. Phobias are irrational.

1d100	Severity	Resist Test
01-60	Mild	Will x5
61-90	Moderate	Will x3
91-00	Severe	Will x1

❑ SEXUALITY (Choice or 1d100)

1d100	Sexuality
01-90	Heterosexual
91-96	Bi-Sexual
97-00	Homosexual (exclusively)

1d100	Mental Disorder
01-03	Acrophobia (fear of heights)
04-05	Aichmophobia (fear of sharp blades, etc.)
06	Algophobia (fear of pain)
07-08	Astraphobia (fear of thunder/lightning)
09	Ballistophobia (fear of missiles)
10-11	Bulimia (eating mania)
12-14	Claustrophobia (fear of confined spaces)
15	Cynophobia (fear of dogs)
16-17	Dyslexia (learning/reading disorder)
18-19	Entomophobia (fear of insects/spiders/etc.)
20-22	Gamblamania (gambling mania)
23-24	Gephyrophobia (fear of crossing bridges)
25	Heliophobia (fear of sun/daylight)
26	Hemophobia (fear of blood)
27-28	Hydrophobia (fear of water/drowning)
29-31	Hypochondria (imagined illnesses)
32	Ivashuphobia (fear of Ivashu)
33-35	Kleptomania (compulsion to steal)
36	Megalomania (exaggerated self-worth)
37	Mysophobia (fear of dirt/filth)
38	Multiple Personality*
39-40	Musophobia (fear of mice/rats)
41-43	Necrophobia (fear of corpses)
44-45	Nyctophobia (fear of darkness/night)
46	Ophidiophobia (fear of snakes)
47	Ornithophobia (fear of birds)
48	Paranoia/Persecution Complex
49	Psychopathy (cannot tell right from wrong)
50-51	Pvaraphobia (Fear of Magic/Wizards)
52-54	Pyromania (fascination with fire)
55-56	Pyrophobia (fear of fire)
57	Sadism (pleasure inflicting pain)
58-59	Sex Mania/Deviancy
60	Theophobia (fear of divine retribution)
61	Toxicophobia (fear of being poisoned)
62-63	Violent Temper (loses control)
64	Xenophobia (fear of strangers)
65	Yaelaphobia (fear of the moon)
66-70	Multiple Disorders (roll twice more)
71-00	No Mental Disorders

* Generate 2nd character with new Personality Attributes (only). Character may change personality in stressful situations, based on a resistance roll against WILL. The primary personality is neurotic and totally unaware of the secondary personality. The latter, on the other hand, is aware of the primary personality and often takes desperate actions to try and overcome the neurosis of that personality.

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CHARACTER 12

DEITY [Choice]

The god or goddess worshiped (however laxly) by the character. While characters may respect and acknowledge the existence of any number of deities, they may only follow one, although it is possible to change religion. The character chooses a religion from the options presented by the GM. However, the character must have been exposed to the chosen religion, and culture and social class must also be considered. Most people tend to follow the deity of their parents or guardians.

Deities of Hârn	Morality
Agrik (evil god of fire and war)	03–13
Halea (goddess of wealth and pleasure)	05–16
Ilvir (god of sorcerous beasts)	05–16
Larani (lady of paladins)	08–18
Morgath (evil god of the undead)	03–07
Naveh (god of thieves and assassins)	03–10
Peoni (lady of healing and virtue)	08–18
Sarajin (viking god of battle)	05–16
Save-K'nor (wise god of riddles)	08–18
Siem (god of dreams, elves, and dwarves)	11–18

While there are moral worshippers of Morgath and corrupt Laranians, characters tend to be more successful if their morality matches that of their deity. The table is a rough guide to the recommended Morality for a character to worship the ten major deities of Lythia. Churches and clerics, unaware of a character's true morality, may be fooled for awhile. Peoni accepts almost anyone, but expects those with low MORALITY to reform their ways.

Comparison of the worshipper's morality with that of the deity affects divine intervention. This can tip the scales in a life or death situation.

Clerics

Characters seeking to enter a church as an occupation should refer to CHARACTER 23.

❑ Multiple Worship

Characters may ascribe to two or more religions, provided the deities are not diametrically opposed. Deities with a base Morality of less than 8 are generally opposed to the others, although Ilvir and Sarajin are somewhat "neutral". If this is done, a separate Piety Point total and Ritual Skill (SKILLS 12) is kept for each deity. Never, however, is it possible to be a cleric of more than one deity.

Gods of Hârn

The Hârnic pantheon of ten deities is described in *HârnPlayer*. Churches are described in *HârnMaster Religion*.

PIETY [5d6]

Piety measures a character's standing with a deity and is measured in Piety Points (PPs). The number of PPs for a new character is determined by rolling 5d6. Piety totals increase and decrease in the course of play. PCs who choose a deity inappropriate to their Morality should have an opening PP total of only 4d6 or 3d6 at GM discretion. Record the number.

Piety Points are accrued in the course of play by undertaking (and usually completing) "pious acts." Piety means different things to the deities; a pious act which pleases Peoni is unlikely to find much favor with Agrik, Morgath, or Naveh. Piety also has little to do with Ritual (cleric) skill; impious (corrupt) clerics can and do exist. Examples of pious acts include extended prayer and meditation, and service to the church, particularly a temple quest or crusade.

Characters calling for *divine intervention* expend Piety Points; often quite a lot of them. Characters may also forfeit PPs by "sinning", keeping in mind that a sinful act to one deity may be a pious act to another. As a rule it is much easier to expend PPs than to obtain them. Players are, therefore, advised to conserve their PPs carefully.

❑ Godless Characters

Characters may be **godless** in which case Piety/PPs are unnecessary.

Divine Intervention

Divine intervention is another word for miracle. However, the acts of deities, should never be confused with spells, which are the acts of mages.

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OCCUPATION (1d100 or Choice)

The next step in preparing a character for play is to determine an Occupation. This largely determines the skills a character has to begin play and, of course, the roleplaying opportunities that follow, at least initially. Occupation is not necessarily a life commitment. Characters can change jobs during play, although this might involve lengthy re-training.

The occupations available depend mainly on SOCIAL CLASS, although birthplace and natural talent (attributes) may open or close some doors. Some vocations (Knight and Herald) are only available to high-born characters; some require exceptional natural talent. Birthplace is also relevant; a character born in landlocked Kaldor may have a hard time convincing the GM that running away to sea is a reasonable choice.

Parent Occupation

Occupation may be randomly generated on the OCCUPATION GENERATION table (CHARACTER 14) with a 1d100 roll within the proper SOCIAL CLASS. **This is the occupation of a character's parents.** Players may follow the *same* occupation or choose another at GM discretion. The eldest born survivor, especially if a *favorite*, would be expected to follow the family occupation. Later born offspring have more choice, especially if *unpopular*. GMs may impose restrictions on some occupations so that characters fit into an existing campaign.

Character Occupation

The OCCUPATION SKILLS table (CHARACTER 15) has a column showing the average years of training. At this point your character has the skills listed on the OCCUPATION SKILLS table and may then embark on a career.

INCOMES

The Income Table lists the average wages earned from various occupations on Hârn. Monthly incomes are based on 24 days, the average number of days worked per month after holidays. Wages often vary by season.

Guilded Occupations

Wages given are for Bonded Masters; room and board may also be provided. The employer would bear the additional cost of providing materials and supplies, but tools are owned by the master. A skilled mason-architect building a new castle, or an exquisite sword craftsman, could earn fees up to six times higher, but such incomes are rare. Apprentices receive room & board and sometimes get pocket money from generous masters. Journeymen receive 30-60% of a master's wages, depending on experience, plus room and board. Freemasters have variable incomes because demand for their services can vary. See: *HârnPlayer,* page 15.

Unguilded Occupations

Wages given are for average experienced workers; others might earn more/less depending on skills. Wages are dependent on the availability of labor. They also tend to be higher in summer and lower in winter.

INCOMES

Guilded	**Month**	**Year**
Apothecary	60d	720d
Chandler	54d	648d
Charcoaler	54d	648d
Clothier	60d	720d
Courtesan	Variable	
Embalmer	48d	576d
Glassworker	66d	792d
Harper	42d	504d
Herald	78d	936d
Hideworker	60d	720d
Innkeeper	60d	720d
Jeweller	66d	792d
Lexigrapher	66d	792d
Litigant	72d	864d
Locksmith	60d	720d
Mason	96d	1,152d
Mercantyler	Variable	
Metalsmith	72d	864d
Miller	84d	1,008d
Miner	84d	1,008d
Ostler	78d	936d
Perfumer	66d	792d
Physician	72d	864d
Pilot	Variable	
Potter	60d	720d
Salter	48d	576d
Seaman (AB)	48d	576d
Shipwright	90d	1,080d
Tentmaker	72d	864d
Thespian	Variable	
Timberwright	78d	936d
Weaponcrafter	108d	1,296d
Woodcrafter	66d	792d

Unguilded	**Month**	**Year**
Animal Trainer	72d	864d
Cartographer	84d	1,008d
Cook	30d	360d
Farmhand	24d	288d
Fisherman	48d	576d
Herdsman	24d	288d
Hunter/Trapper	42d	504d
Laborer/Porter	42d	504d
Longshoreman	42d	504d
Prostitute	Variable	
Ratter	60d	720d
Sage/Tutor	84d	1,008d
Scribe	66d	792d
Servant	24d	288d
Teamster	72d	864d
Thatcher	54d	648d
Toymaker	48d	576d

Military Wages: See CHARACTER 28

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CHARACTER 14 OCCUPATION GENERATION

	Tribal	Viking	Feudal	Imperial	Sindar	Khuzan	Occupation	Urban %
SLAVE	01-20	01-80	01-80	01-75	•	•	Farmer	0
	21-80	81-97	81-95	76-90	•	•	Herdsman	0
	81-00	98-00	96-00	91-98	•	•	Servant/Cook	20
	•	•	•	99-00	•	•	Gladiator/Guard	20
SERF	•	•	01-80	•	•	•	Farmer	0
	•	•	81-95	•	•	•	Herdsman	0
	•	•	96-00	•	•	•	Servant/Cook	0
FREEMAN (Unguilded)	•	01	01	01-02	01	01	Animal Trainer	75
	•	02-03	02-05	03-06	•	•	Beggar/Scavenger	95
	•	04	06	07	02-03	02-03	Cartographer/Artist	90
	01-03	05-06	07-08	08-09	04	04	Cleric/Shaman	65
	•	07-10	09-12	10-13	05-08	05-19	Cook/Servant	80
	•	11-55	13-60	14-38	•	•	Farmer (freehold)	0
	04-20	56-65	61-66	39-44	09-19	•	Fisherman	50
	•	•	67	45-47	•	•	Gladiator	95
	21-40	66-70	68-69	48-54	•	•	Herdsman	0
	41-00	71-76	70-72	55-57	20-57	20-21	Hunter/Trapper	10
	•	77-83	73-80	58-65	•	22-33	Laborer/Longshoreman	95
	•	84-85	81-82	66-69	•	•	Prostitute/Pimp	75
	•	86-87	83-84	70-71	•	•	Ratter	70
	•	88	85	72-75	•	34-57	Sage/Tutor	80
	•	89-90	86-87	76-80	58-64	58-64	Scribe	90
	•	91	88	81-90	65-74	65-97	Soldier: Legionnaire/Guardsman	90
	•	92-97	89-90	91-95	75-95	•	Soldier: Mercenary/Viking	70
	•	•	91-97	•	•	•	Soldier: Yeoman	0
	•	98	98	96-97	96	98	Teamster	90
	•	99	99	98	97	•	Thatcher	5
	•	00	00	99-00	98-00	99-00	Toymaker	75
FREEMAN (Guilded)	•	01	01	01	01-02	01	Alchemist	90
	•	02	02	02	03-04	02	Apothecary	90
	•	03	03	03	05	03	Astrologer	90
	•	04-05	04-05	04-05	06	04-06	Chandler	95
	•	06-08	06-07	06-07	07	07	Charcoaler	10
	•	09-11	08-11	08-10	08-12	08-11	Clothier	95
	•	12	12	11	•	•	Courtesan	99
	•	13-14	13-14	12-13	13	12	Embalmer	95
	•	15-16	15-16	14-15	14-25	13	Glassworker	90
	•	17-21	17-19	16-18	26-35	14-17	Harper/Skald	80
	•	22-27	20-26	19-24	36-45	18	Hideworker	40
	•	28-31	27-31	25-28	46-49	19-20	Innkeeper	35
	•	32-33	32-33	29-30	50-58	21-30	Jeweler	99
	•	34-35	34-35	31-32	59-62	31-33	Lexigrapher	95
	•	36	36	33	•	34	Litigant	95
	•	37	37	34	63	35-36	Locksmith	95
	•	38	38	35-36	64-68	37	Mage (Shek-Pvar)	90
	•	39-40	39-41	37-39	69-74	38-47	Mason	60
	•	41-48	42-47	40-45	75-76	48-60	Mercantyler	90
	•	49-57	48-56	46-54	77-80	61-68	Metalsmith	15
	•	58-64	57-64	55-62	81	69	Miller/Millwright	10
	•	65-67	65-67	63-65	82	70-84	Miner	1
	•	68	68-69	66-68	83	•	Ostler	75
	•	69-70	70-71	69-71	84	85	Perfumer	95
	•	71	72	72	85	86	Physician	75
	•	72-73	73	73	86	•	Pilot	95
	•	74-77	74-77	74-77	87	87	Potter	85
	•	78-79	78-79	78-79	88	88	Salter	30
	•	80-83	80-82	80-82	89	•	Seaman	95
	•	84	83	83	90	•	Shipwright	90
	•	85	84	84	91	89	Tentmaker	95
	•	86	85	85	92	90	Thespian	70
	•	87-88	86-88	86-88	93	91	Thief (Lia-Kavair)	75
	•	89-90	89-90	89-90	94	92	Timberwright	10
	•	91-92	91-92	91-92	95-96	93-99	Weaponcrafter	75
	•	93-00	93-00	93-00	97-00	00	Woodcrafter	30
NOBLE	•	•	01-05	01-05	•	•	Cleric (noble)	65
	•	01-03	06-10	06-10	01-03	01-02	Herald (noble)	80
	•	•	11-15	18-38	•	•	Bailiff (manor)	5
	01-00	•	•	•	•	•	Chieftain (Tribal)	0
	•	•	16-85	•	•	•	Knight-Bachelor/Lady	50
	•	04-00	86-00	39-00	04-00	03-00	Knight/Patrician/Lady	0

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Occupation	Yrs	Skills
Animal Trainer	3	Animalcraft/4, Hidework/2, Riding/2
Beggar	1	Rhetoric/5, Intrigue/4, Dagger/4
Cartographer/Artist	5	Drawing/4, Mathematics/2, Script
Cleric/Shaman	3	Depends on deity. See: CHARACTER 23
Cook/Servant	3	Intrigue/4, Rhetoric/4, Cookery/4, Textilecraft/3, Herblore/2
Farmer	4	Agriculture/4, Weatherlore/4, Animalcraft/3
Fisherman	5	Fishing/5, Seamanship/4, Weatherlore/4, Piloting/2, Shipwright/2
Gladiator	4	Initiative/6, 3 Weapons OML+SBx2, Unarmed/5, Physician/2
Herdsman	2	Animalcraft/4, Tracking/3, Survival/3, Weatherlore/4
Hunter/Trapper	5	Tracking/4, 3 Weapons OML+SB, Stealth/4, Foraging/3, Survival/3, Hidework/2, Fletching/2
Laborer	1	Intrigue/4
Longshoreman	1	Intrigue/4, Seamanship/2
Prostitute/Pimp	1	Lovecraft/4, Intrigue/4, Dagger/4
Ratter	3	*Ratcraft/5, Dogcraft/4,* Net/3, Club/5, Herblore/2
Sage/Tutor	5	Folklore/4, Mathematics/2, 2nd Language, Two Scripts
Scribe	5	Drawing/3, Mathematics/2, 2nd Language, Three Scripts
Soldier	4	Depends on military unit type. See CHARACTER 27.
Teamster	2	Riding/4, Animalcraft/3, Whip/3, Woodcraft/2
Thatcher	4	Climbing/5, Woodcraft/3, Engineering/2
Toymaker	5	Woodcraft/4, Lockcraft/3, Drawing/3, Hidework/2
Alchemist	7	Alchemy/4, Mathematics/3, Herblore/3, Mining/2, Physician/2, Script
Apothecary	6	Herblore/4, Alchemy/2, Mathematics/2, Physician/2, Script
Astrologer	4	Astrology/4, Mathematics/3, Drawing/3, Tarotry/2, Script
Chandler	4	Three reasonable crafts at SBx3, Alchemy/2, Metalcraft/2, Script
Charcoaler	3	Timbercraft/3, Survival/3, Woodcraft/2, Metalcraft/2
Clothier	6	Textilecraft/4, Hidework/3, Jewelcraft/3, Script
Courtesan	3	Lovecraft/5, Intrigue/5, Singing/5, Musician/3, Dancing/3, Script
Embalmer	7	Embalming/4, Woodcraft/2, Alchemy/2, Perfumery/2, Script
Glassworker	7	Glassworking/4, Ceramics/2, Alchemy/2, Script
Harper/Skald	7	Singing/5, Folklore/4, Oratory/4, Musician/4, 2 x Musician/3, Woodcraft/3, Script
Hideworker	5	Hidework/4, Textilecraft/2, Alchemy/2
Innkeeper	5	Brewing/4, Cookery/4, Rhetoric/4, Intrigue/4, 2nd Language, Script
Jeweler	7	Jewelcraft/4, Metalcraft/3, Mining/2, Script
Lexigrapher	5	Hidework/4 (parchment/vellum), *Inkcraft/4,* Drawing/3, Scripts (2)
Litigant	7	Law/4, Oratory/5, Rhetoric/5, Intrigue/5, 2nd Language, Script
Locksmith	6	Lockcraft/4, Metalcraft/3, Woodcraft/2, Script
Mage (Shek-Pvar)	7	Depends on Convocation. See: CHARACTER 25
Mason	7	Masonry/4, Woodcraft/3, Engineering/3, Mathematics/2, Script
Mercantyler	6	Rhetoric/5, Intrigue/5, Mathematics/3, Law/2, One Weapon OML, 2nd Language, Script
Metalsmith	6	Metalcraft/4, Mining/2, Weaponcraft/2
Miller/Millwright	6	Milling/4, Engineering/3, Agriculture/3, Script
Miner	6	Mining/4, Engineering/3, Woodcraft/2, Metalcraft/2, Jewelcraft/1
Ostler	5	Horsecraft/4, Riding/4, Hidework/3
Perfumer	6	Perfumery/4, Alchemy/3, Herblore/3, Embalming/2, Script
Physician	7	Physician/4, Herblore/3, Alchemy/3, Script
Pilot	9	Piloting/4, Weatherlore/4, Seamanship/3, Drawing/3, One weapon OML, Shipwright/2, Mathematics/2, Script
Potter	6	Ceramics/4, Glassworking/2
Salter	4	Mining/3, Cookery/4, Survival/3, Fishing/3, Herblore/1
Seaman	5	Seamanship/4, Climbing/5, Club/5, Dagger/4, Fishing/3, Weatherlore/3, Piloting/2, Shipwright/2
Shipwright	7	Shipwright/4, Woodcraft/3, Timbercraft/3, Metalcraft/2, Mathematics/2, Seamanship/2, Script
Tentmaker	5	Textilecraft/3, Hidework/3, Woodcraft/2
Thespian	7	Acting/4, Oratory/4, Singing/4, Musician/3, Drawing/3
Thief (Lia-Kavair)	3	Legerdemain/4, Awareness/5, Stealth/4, Intrigue/4, Lockcraft/3, Club/5, Dagger/4, Acrobatics/2
Timberwright	6	Timbercraft/4, Survival/3, Weatherlore/4, Woodcraft/3
Weaponcrafter	7	Weaponcraft/4, Two Weapons OML, Metalcraft/3, Fletching/3, Mining/2
Woodcrafter	7	Woodcraft/5, Metalcraft/2, Hidework/2
Herald	5	Heraldry/4, Oratory/4, Rhetoric/4, Intrigue/5, Drawing/4, 2nd Language, Script (+ Knight skills to OML)
Knight Bachelor	7	See: CHARACTER 27
Knight/Bailiff	7	Knight Bachelor, plus Law/3, Agriculture/2.
Lady	7	Intrigue/5, Folklore/4, *Needlework/3,* Dancing/3, Heraldry/3, Astrology/2, Drawing/2

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CHARACTER 16

ASSIGNMENT OF SKILLS

The next step in character generation is to assign skills. Familiarity with the Skills system is necessary before proceeding. Skills are listed on the SKILL DATA table (Skills 3–4). For each character, the following four types of skills are assigned before play begins.

[1] AUTOMATIC SKILLS

Skills that every character has regardless of background or training. These skills are already entered on the Character Profile. The SB for each automatic skill should be calculated and recorded. The Opening Mastery Level (OML) is the multiple of SB given on the SKILL DATA table.

[2] OCCUPATIONAL SKILLS

Characters now open the listed skills listed on the OCCUPATION SKILLS TABLE. Each skill is named, followed by a number which is the OML. That is, the skill Tracking/4 means that this skill is opened to SBx4. Calculate the required Skill Bases and OMLs.

Important: *An Automatic skill is sometimes listed as an Occupation Skill. In such cases, only the Occupation Skill OML is used – they are not added together. For example, Initiative is normally opened by all characters to SBx3. A Legionnaire, however, has Initiative/7, meaning this automatic skill opens at SBx7 (not SBx3 + SBx7).*

[3] FAMILY SKILLS

Children work at the trade of their family or clan until at least age 14. Characters following a ***different*** occupation from that of their family/clan open the primary (first-listed) parent occupation skill at OML+SB, and any **one** other family skill at OML. Characters who are following the family occupation, add SBx1 to **each** occupation skill.

[4] OPTIONAL SKILLS

All characters have five (5) option points (OPs) to open new skills or improve existing skills.

New Skills: open reasonable skills at OML for 1OP each. The GM must approve all new skills. New skills may be improved.

Improve Skills: For 1OP, improve any open skill by SBx1. A second improvement of the same skill costs an *additional* 2OP. Hence, improving an open skill by SBx2 costs 3OP.

VETERAN EXPERIENCE: characters with additional years of experience receive bonus Option Points. See: CHARACTER 19.

[5] PSIONIC TALENTS [Optional]

Some characters may be born with psychic abilities such as TELEPATHY, TELEKINESIS, or PSYCHOMETRY. The GM generates talents (if any) using the Psionics rules. Psionic talents may be latent and you may not be told about them until they are triggered by some future stimulation.

Occupations

HârnMaster has no "character classes". There are no arbitrary limits to the number or combination of a character's skills. Occupations are limited only by culture, natural ability, and desire.

There are, however, practical and common sense limits. A warrior with a sufficiently high AURA can certainly learn spells, but doing so requires years learning the mysteries and ways of magic. It is always better to be a master of few skills than a novice at many.

If only for variety, PCs may try careers such as Weaponcrafter, Mercantyler, Pilot, or Herald. The rich Hârnic environment allows many such roles to be played with enjoyment.

Recording Skills

Record each open skill on the Character Profile under the appropriate category of Physical, Combat, Lore/Craft, etc. There is space for:

- The name of the skill. Automatic skills are already named on the profile.
- The Skill Base (SB). Each character has a unique Skill Base for each skill.
- The Mastery Level (ML) which changes during play and should be entered in pencil. ML represents a character's general effectiveness when using the skill.

Family Skills (example)

A character's parent occupation is *Jeweler*. If the character follows this occupation, the family skills are Jewelcraft/5, Metalcraft/4, Mining/3, & Script. If the character chooses another occupation, the family skills are Jewelcraft/2 (OML+SB) and Mining /1 or Metalcraft/1 or Script.

❑ Militia Skills

GMs have the option to allow non-military characters to open two combat skills on the assumption they have served in the militia. These are **bonus** skills opened to OML+SB.

Psionic Talents

Latent psionic talents can manifest in odd ways. Nearby things might inexplicably move or catch fire; the character might get vivid dreams or headaches.

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EQUIPMENT AND FUNDS

A typical character begins play with the clothes worn, a knapsack containing their worldly possessions, credentials when appropriate, and a moneybelt. Most characters travel afoot, but nobles require a horse.

FAMILY WEALTH

A character's starting possessions are largely dependent on family wealth, which is relative to social status. The sidebar table shows three levels of wealth within each social class. The value given is an amount that characters use to equip themselves from the Price List on *HârnPlayer* p18 and the weapon and armour tables on COMBAT 3/4.

GMs may wish to vary family wealth based on actual family occupation. ESTRANGEMENT can also influence funds; unpopular characters might get the most if they leave home right now!

Clothing & Possessions

Clothes should suit a character's station. A tunic, leggings, hat, and sandals are the bare essentials. Some folk wear a robe or gown instead of a tunic. Other common items include gloves, vest, hood, shoes, boots, and cloak. Quality of materials depends on funds available.

Travellers normally have a knapsack containing portable tools of their trade. A weaponcrafter, for example, must own hammers and tongs, but carrying an anvil is unlikely. Nearly everyone carries some fire-making tools (tinderbox, or flint and steel) and a strip of cloth for a towel, bandage, or arm-sling. A waterskin is also essential. Some folk buy blankets, grapples, ropes, lanterns, and the like.

Weapons & Armour

Nearly everyone owns a knife or dagger. Clubs, bows, hatchets, slings, and staves are also common. Other weapons are expensive and should be appropriate to occupation. Read: "Bearing Arms" in *HârnPlayer* 27.

Few starting characters can afford good armour. Military characters are mostly equipped by their unit, but knights on feudal service *must* bring their own weapons, armour, and steed. See: Character 27 for details.

Purse/Moneybelt

If you have a purse, use it to keep whatever wealth remains after equipping yourself.

Credentials

Proving identity can be difficult on Hârn. Somewhere on the character's person should be papers to prove guild rank (if any) and/or a letter of introduction from a prominent person such as the character's lord of the manor, or a cleric or sheriff, etc. Many guilds issue a badge or tattoo to prove rank. The expensive weapons and armour carried by knights speak for themselves.

FAMILY WEALTH

Class	Poor	Average	Rich
Serf	40d	80d	160d
Unguilded	60d	120d	240d
Guilded	90d	180d	360d
Noble	600d	1,200d	2,400d

Nobles

Squires are traditionally equipped by their lord when knighted. This includes weapons, armour, and a good steed. Family wealth above is intended for additional items like clothing.

Home Sweet Home

Very few Hârnic folk own property. Rural freemen and serfs rent cottages and land from the lord. City homes are mostly owned by a few wealthy folk and rented to poorer citizens. Only established urban guildsmen can hope to buy a private home.

Livestock

Most rural households own a few sheep or goats, perhaps a cow. Some families raise pigs which are prolific breeders. Wealthier households own oxen and rent them for village work in exchange for food and labor. Only the wealthiest of peasants can afford to keep a bull or a horse. An animal or two might be given to a son leaving home.

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CHARACTER 18

FRIENDS & ENEMIES

Who you know is at least as important as what you know. Over time, characters make social and professional contacts and friends, and typically an enemy or two. Friends may provide assistance in the form of money, information, shelter, or just a hot meal on a cold night. However, friendships must be maintained, and friends often get in trouble and need your help. Sometimes the enemy of your enemy can be your friend.

CONTACTS

Before starting play, each character generates a number of contacts equal to the character's Age/5. For example, a 32-year old character has (32/5=6.4) or 6 contacts. These contacts are in *addition* to any close relatives and current work associates. Roll on the CONTACT table to identify each contact. Contacts with an (*) can be further identified with a roll on the OCCUPATION GENERATION table (CHARACTER 14).

A contact's rank, such as officer or common soldier, is significant. Assume 10% chance of high official, or GM discretion.

Players should record all contact information. The GM may wish to develop some contacts as NPCs.

Relationships & Loyalty

The character has a relationship with each contact that can range from close friend to enemy. Roll 1d100 on the RELATIONSHIP table and then generate the *Loyalty* number for that contact. That is, if 74 is generated, the Contact is a "friend" with 50+1d20% Loyalty. Generate and record Loyalty score next to the Contact name.

Maintaining Friendships

LOYALTY scores are treated like a skill and should be adjusted to reflect the realities of each relationship. If you ignore a friend, or refuse to give help to a friend, the relationship withers. Conversely, if you spent time with a friend, or help out when asked, the friendship improves.

GETTING HELP

When a character requests assistance, roll 1d100 against the contact's current Loyalty:

- **CS:** Contact offers unconditional help to best of ability. Loyalty +10.
- **MS:** Contact will be helpful, but may (50% chance) expect some repayment or assistance in return. Loyalty +5.
- **MF:** Contact refuses to provide the help requested. Loyalty –5.
- **CF:** Same as MF, but Loyalty –10, and 20% chance of betrayal.

GM NOTE: *Loyalty is always affected by circumstances. A staunch friend may become less so after a month or two in the lord's dungeon. A neighbor who would be happy to tell an old friend how often the Agrikan patrol rides past might be too frightened to shelter the same friend fleeing that patrol. The GM modifies the Loyalty roll as appropriate. Expense and/or danger are significant, especially when a contact's family are at risk.*

CONTACT

d100	Contact
01-15	First Cousin, Aunt or Uncle
16-20	Distant Relative
21-30	Church
31-40	Military/Militia
41-50	*Serf/Slave
51-70	*Unguilded
71-75	*Guildsman (apprentice)
76-80	*Guildsman (journeyman)
81-85	*Guildsman (master)
86-90	*Noble/Landlord
91-00	Other (GM Option)

RELATIONSHIP

d100	Relationship	Loyalty
01-10	Enemy	None
11-30	Unfriendly	10+1d20%
31-70	Acquaintance	30+1d20%
71-90	Friend	50+1d20%
91-00	Close Friend	70+1d20%

Best Friend: Choose one *Close Friend*. This person will be more loyal and helpful when needed.

The Unkindest Cut

Contacts may feel differently toward the character than is believed. When a good friend responds with Critical Failure, this can be justified as an insincere friendship that vanishes in time of need.

Similarly, an Unfriendly neighbor rolling Critical Success suggests you have misjudged that neighbor.

Brownie Points

Working to maintain friendships requires a character to spend time with a friend. The easiest way to do this is to reduce all Loyalty scores by ten (–10) once per year, and then allow PCs to improve the relationship by their actions. Every ten (10) hours spent with a friend would justify a "skill roll" to improve Loyalty. Relationships that involve blood kin should be influenced by family ESTRANGEMENTS.

NOTE: This concludes Character Generation for most characters. The following provides rules to handle older characters, designing characters, and special rules for certain occupations.

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VETERAN CHARACTERS

Characters do not always have to be generated as rookies. It can be great fun starting a campaign with veteran characters. The GM may also use these rules to generate older NPCs. The routine assumes a normal character is created, then skills are improved with *bonus* option points to reflect the character's age and experience.

Experience is reckoned in years which must be decided by the GM. These years are then added to the character's age.

A typical guildsman will achieve the skills of a master after 4–6 years as journeyman. Of course, having the skills of a master and having the rank of master are not the same thing. Most guilds control the number of masters by restricting the number of franchises available. Some journeymen are more skillful than their masters.

VETERAN OPTION POINTS

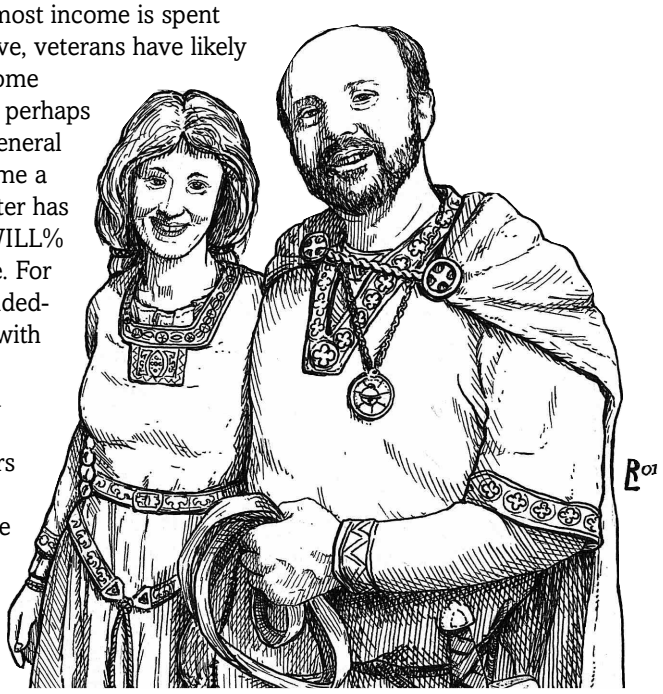
A veteran character receives **three (3)** option points per year of experience; five years experience equals 5 x 3 = 15 veteran OP. These points should be expended to improve **OPEN** skills. At GM discretion, new skills may be opened (1OP each) and improved. Normal restrictions on availability of skills should apply.

Diminishing returns are built into the *HârnMaster* skill improvement system. The higher an ML gets, the harder it is to improve. To reflect this, the actual number of OPs that must be expended to raise a skill *doubles* for each SB increase. That is, the first SB increase costs 1OP, the second costs 2OP, the third costs 4OP, and so on.

Hence, if a character has SBx4 in a skill, it may be improved to SBx5 for 1OP, to SBx6 for 2OP (total of 3), and to SBx7 for 4OP (total of 7).

VETERAN EQUIPMENT

Although most income is spent simply to survive, veterans have likely accumulated some equipment and perhaps savings. As a general guideline, assume a veteran character has accumulated WILL% of total income. For example, a bonded-master Ostler, with ten years experience and WILL 14, has (936d x 10 years x 14%) = 1,310d available to spend on items or save.



Accumulated Improvements

Table below shows the **total** cost for SB improvements. That is, to improve a skill from SB3 to SB7, an increase of +SB4, the total cost is 15OP.

+SBx1	1OP
+SBx2	3OP
+SBx3	7OP
+SBx4	15OP
+SBx5	31OP
+SBx6	63OP

❑ Activity Level

The number of OP earned per year can vary with activity level.

Activity Level	OP
Sedentary	**2/year**
Normal	**3/year**
Active	**4/year**

A Veteran Knight

Sir Jak Kalden, a landed knight from Kaldor, is a veteran of 20 years (60OP). To generate this character's skills, start with the normal *Occupation Skills* and then expend OP as follows:

Skill	Start	End	OP
Initiative	SBx6	SBx7	1
Riding	SBx4	SBx7	7
Lance	SBx4	SBx7	7
Mace	SBx4	SBx7	7
Sword	SBx4	SBx7	7
Shield	SBx4	SBx7	7
Dagger	SBx4	SBx6	3
Intrigue	SBx4	SBx5	1
Heraldry	SBx2	SBx5	7
Musician	SBx2	SBx3	1
Dancing	SBx3	SBx4	1
Physician	SBx2	SBx4	3
Law	SBx3	SBx4	1
Horsecraft	SBx2	SBx5	7
		TOTAL	60

❑ Veteran Warriors

A veteran warrior is one with ML80 or more in INITIATIVE. To reflect a greater knowledge of combat and weapons, when a veteran opens a weapon skill, it opens to OML + SB instead of OML.

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CHARACTER 20

AGING

Despite the most carefully laid plans, no one lives forever, even in fantasy role-playing games. Although many characters die from violence or accident at a young age, some (especially NPCs) achieve ages at which their abilities should decline, and death from natural causes becomes possible.

LIFE EXPECTANCY

The GM (secretly) generates a personal Life Expectancy for characters. Modify the generated age by a character's Income and Lifestyle.

Age of Degeneration

Age of Degeneration is Life Expectancy minus ten years. That is, a character with a Life Expectancy of 55, has an Age of Degeneration of 45.

At the beginning of each game year, the GM should flip through character files to see who, if anyone, might be suffering the effects of advancing years. Both PCs and NPCs should be checked. Any character who has not reached the *Age of Degeneration* may be passed over.

Roll **1d100 + Age** for **each** condition on the AGING table. If the result exceeds the number shown, the effect occurs.

LIFE EXPECTANCY	
Human Male	3d6+50 years
Human Female	3d6+55 years
Modifiers	
Low Income	–5 years
Average Income	+0 years
High Income	+5 years
Sedentary Lifestyle	–5 years
Normal Lifestyle	+0 years
Active Lifestyle	+5 years

AGING TABLE

106+ **Weight Gain:** +5lb.

111+ **Stamina Loss:** Reduce Stamina by 1

111+ **Vision Impairment:** Cataracts, etc. Reduce Eyesight by 1.

101+ **Hearing Loss:** Reduce Hearing by 1.

106+ **Senility:** Reduce Intelligence by 1.

81+ **Menopause:** Characters may experience unpleasant mood changes. Females can no longer get pregnant.

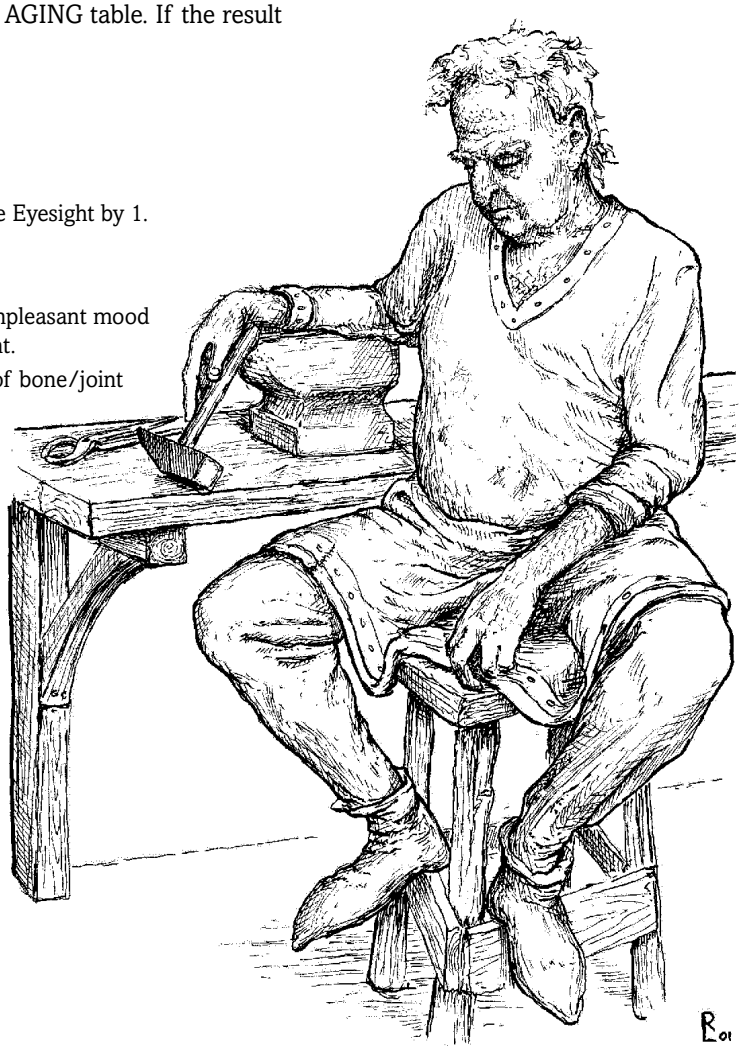
96+ **Arthritis/Rheumatism:** Any of a variety of bone/joint pains leading to a loss of Dexterity and/or Agility. Reduce both attributes by 1d3 – 1.

111+ **Gout:** Reduce Agility by 1d3 + 1.

141+ **Chronic Disease:** character has one of diabetes, cancer, tuberculosis, pleurisy, consumption, etc. Character will likely die in 1d4 years.

136+ **Heart Attack/Stroke:** Test Endurance x 3. Character dies with CF/MF. Otherwise, treat as Chronic Disease.

NOTE: *Roll for **each** condition. Characters may have all, some, or none of the aging effects.*



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CHARACTER DESIGN

Character Design is an *alternate* way of generating a character. It works by setting attributes to a number, and giving the player a pool of points. The player then allocates these points to increase the attributes deemed most valuable.

KEY ATTRIBUTES

Set all seven key attributes to eight (8) plus/minus any applicable modifiers. For example, Sindarin have a +2 bonus for Agility so their base for this attribute is 8+2 = 10. Use a pool of thirty (30) character points (CPs) to increase attributes as desired. No attribute may be increased beyond the species maximum.

EXAMPLE:

Increase Strength	by 4
Increase Stamina	by 7
Increase Dexterity	by 3
Increase Agility	by 2
Increase Intelligence	by 1
Increase Aura	by 6
Increase Will	by 7
Total CPs	**= 30**

EXPANDING THE SYSTEM

The basic system can be expanded to include the other segments of character generation by adding twenty (20) CPs to the pool for a total of fifty (50) CPs. Some choices have *negative* CPs, which give players more CPs to further improve attributes as desired.

Birth Attributes

Species: No points are charged for Species selection. However, the base attribute of 08 is adjusted by any species modifiers. That is, Sindarin Agility is set at 10 and Khuzdul Aura is set at 06. See also Species Maximum (sidebar).

Sunsign/Birthdate: Astrological sign affects all skills and is, therefore, of considerable importance. A player is charged 3 CPs to select any sign, plus an additional 2 CPs for a birthday on the cusp.

Birthplace/Culture: GMs may allow choices at their discretion.

Appearance Attributes

Height: Players choose one of three height averages: Short (–3), Average (+0), or Tall (+3). Generate height normally, except the modifier for Short is 2d6 and Tall is 6d6.

Frame: Players choose one of: Scant (–4), Light (–2), Medium (+0), Heavy (+2), or Massive (+4). Human Females and Sindarin modify CPs by +1, and Khuzdul by –2. That is, if choosing Heavy, a Khuzan pays +0, while a Sindarin pays +3.

Weight: Choices to Height and Frame influence Weight, which in turn modifies Strength (at no extra cost).

Comeliness: Set attribute to 08 (Sindarin 10). Each increase of *two* points is +1; each decrease of *one* point is –1. Minimum attribute score is 03 and maximum is 18 (Sindarin 20).

Designing Characters

Many players like to "design" a character to fit some roleplaying interest.

GMs may choose either generation system, and even combine both systems. For example, minor attributes can be randomly generated, while the point system is used only for Key Attributes.

Species Maximum

This is simply the highest number that can be generated for an Attribute by normal procedures, in effect 18 plus/minus any Species modifier.

For example, Sindarin generate Agility as 3d6+2 for a maximum of 20. The Khuzdul, on the other hand, cannot have an Aura that exceeds 18–2=16.

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Physical Attributes

STRENGTH, STAMINA, DEXTERITY, and AGILITY are already covered as Key Attributes. Set the remaining four attributes to 08 (plus Species Modifier). Each increase of one costs one half (1/2) CP.

Personality Attributes

INTELLIGENCE, AURA, and WILL are already covered as Key Attributes. Of those remaining, MORALITY and DEITY are already chosen by the player. PIETY should remain a random generation.

Medical & Psyche

By risking medical and mental traits, bonus CPs can be obtained to improve attributes, but never an attribute that is affected by the trait.

+2 CPs per *Medical* Trait roll.

+3 CPs per *Mental* Trait roll.

There is a maximum of three rolls per table.

Family Attributes

Family attributes and background are best generated randomly; there are too many possibilities to quantify without adding excessive detail. GMs may, of course, devise their own ratings.

CP Form

To aid players construct a character, the following form may be helpful.

KEY ATTRIBUTES

Record CPs to improve attributes:

STRENGTH	_____
STAMINA	_____
DEXTERITY	_____
AGILITY	_____
INTELLIGENCE	_____
AURA	_____
WILL	_____
TOTAL (30 CPs)	_____

OPTIONAL EXPANSION (+20 CPs)

Birth

SUNSIGN (+3 CPs)	_____
Cusp (+2 CPs)	_____

Appearance

HEIGHT (+3 to –3)	_____
FRAME: (+3 to –3)	_____
COMELINESS: (+5 to –5)	_____

Physical (half CPs)

EYESIGHT	_____
HEARING	_____
SMELL	_____
VOICE	_____

PERSONALITY (no choices)

MEDICAL & PSYCHE

Medical Rolls @ –2	_____
Mental Rolls @ –3	_____
GRAND TOTAL (50)	_____

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CLERICS

Characters interested in a clerical career must visit a temple or abbey to be interviewed by the Master of Acolytes, or find a priest to sponsor the application. An appropriate MORALITY and minimum RITUAL SB 13 are generally required, but a large donation to temple coffers may overcome a deficiency in talent. Acolyte training takes five to seven (1d3+4) years.

CLERIC SKILLS

[1] Cleric Occupation Skills

Characters begin play as newly *ordained* clerics of the *3rd Circle* and open the Skills below for "ALL" and for their specific church. If a skill is listed under "ALL" and also under a particular deity, use the ***higher*** OML. If any listed skill is already known at a higher ML, add SBx1 to the ML. Specialties, if any, are given in parentheses.

ALL: Ritual/4, Rhetoric/4, Intrigue/4, Mental Conflict/4, Oratory/3, Folklore/3, Embalming/2, Physician/2, Law/2, Drawing/2, Heraldry/2, Native Tongue & Local Script/70+SB, Church language & script.

AGRIK: Initiative/6, Unarmed/4, Axe (Sickle)/4, Club (Mace)/4, Shield/4, Heraldry/3 Surikal/3 (optional).

HALEA: Lovecraft/4, Dancing/3, Mathematics/2, Musician/2, Perfumery/2, 2nd Language/4, 2nd Script/70+SB.

ILVIR: Animalcraft (Ivashu)/4, Drawing/3, Physician/3, Tarotry/2, Herblore/2, Ivashi/3 (optional).

LARANI: Initiative/6, Unarmed/4, Dagger/4, Sword/4, Shield/4, Heraldry/3.

MORGATH: Dagger/4, Embalming/3, Hideworking (Human Skin)/2, Woodworking (Masks)/2, Tarotry/2, Ormauk/3 (optional).

NAVEH: Initiative/6, Unarmed/5, Stealth/5, Dagger/4, Acrobatics/3, Legerdemain/2, Lockcraft/2.

PEONI: Agriculture/4, Animalcraft/3, Herblore/3, Physician/3, Weatherlore/3, Textilecraft/2.

SARAJIN: Initiative/6, Unarmed/4, Axe/4, Dagger/4, Shield/4, Runecraft/3, Seamanship/2.

SAVE-K'NOR: Drawing/3, Mathematics/3, Law/3, Heraldry/2, 2nd Language/4, 3rd language/3, 2nd Script/70+SB.

SIEM: Astrology/4, Runecraft/3, Foraging/3, Survival/3, Weatherlore/3, Tarotry/2, Musician/2, Herblore/2.

Entering the Church

The church is a popular career for the second (or later) sons of nobility, or for devout characters of lesser birth. The complex mysteries of church doctrine are described in *HârnMaster Religion.*

Church Language & Script

Each church has holy scriptures written in a particular language and script: Churches teach this language and script to all Acolytes. The Language is opened to SBx3 if same family, and SBx2 if an alien family. Open the Script to 70 + SB.

CHURCH	LANGUAGE	SCRIPT
Agrik	Azeryani	*Zerin*
Halea	Karuia	*Zerin*
Ilvir	Old Jarinese	*Khruni*
Larani	Emela	*Khruni*
Morgath	Azeri	*Nuvesarl*
Naveh	Besha	*Neramic*
Peoni	Emela	*Khruni*
Sarajin	Ivinian	*Runic*
Save-K'nor	Azeri	*Tianta*
Siem	Sindarin	*Selenian*

❑ Temple Tongues

Three churches perform their ceremonies and rituals in a private (secret) language in addition to their church language. Open the temple tongue to SBx3. The higher this language skill, the more proficient a cleric is at performing church ritual. Add the SI of Temple Tongue to RML.

CHURCH	TEMPLE TONGUE
Agrik	*Surikal*
Ilvir	*Ivashi*
Morgath	*Ormauk*

Church of Save-Knor

Those wishing to enter the Church of Save K'nor enter the Order of Hyn-Aelori. Entry into the other two orders is restricted to Hyn-Aelori acolytes who demonstrate very high aptitude in their studies. For details, see *HârnMaster Religion,* Save K'nor 5. Those allowed into one of the two elite orders receive additional training:

Rydequelyn: Singing/4, Stealth/4, Oratory/4, Acting/3, Musician/3, Acrobatics/3, Lockcraft/2.

Shea-al-Aecor: Intrigue/5, Rhetoric/4, Law/4, Heraldry/3, Tarotry/2.

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[2] Cleric Optional Skills

Like all new characters, clerics have five (5) option points to open new skills or to improve open skills. Choose new skills from the list below. Other reasonable skills (GM discretion) may be opened at normal OML.

Optional Skills: Acting/2, Alchemy/2, Astrology/2, Cookery/4, Dagger/4, Dancing/3, Drawing/3, Embalming/2, Heraldry/2, Herblore/2, Hideworking/2, Law/2, Mathematics/2, Musician/2, Physician/2, Riding/2, Runecraft/2, Skiing/2, Sling/2, Spear (staff)/4, Survival/3, Swimming/2, Tarotry/2, Unarmed/4, Weatherlore/3.

Each optional skill is opened by expending 1OP. Open skills (including any new skills just opened) may be improved by SB for 1OP. A second improvement of the same skill cost 2OP.

[3] Ritual Mastery Level (RML)

Clerics open RITUAL to SBx4. If Ritual ML is less than 51, the character begins play as a senior acolyte with the same skills and invocations. However, acolytes will not be taught any new invocations until they are ordained (ML51). Characters may NOT expend an Option Point to improve Ritual OML.

[4] Opening Piety

Instead of the normal 5d6 Piety Points, a cleric begins play with Piety Points equal to Will x5.

[5] Ritual Invocations

Newly ordained clerics start play knowing some Ritual Invocations. All COMMON invocations rated at Circle II are taught to clerics and these are opened **free**. Clerics may also learn invocations by spending Ritual Option points equal to RSB. All invocations cost one Ritual Option point per Circle. Invocations specific to each religion can be found in the various deity articles. See: *HârnMaster Religion*.

Cleric Skills (Example)

Takar, a newly ordained cleric of Peoni, born under the sunsign *Ulandus*, has the following attributes:

STR	12	EYE	10	INT	12
STA	13	HRG	11	AUR	10
DEX	11	SML	10	WIL	15
AGL	13	VOI	14	CML	12

Takar has a RSB of 13. He opens and/or improves the following skills:

Free Open RITUAL/4 to RML52
Free Open RHETORIC/4 to ML56
Free Open INTRIGUE/4 to ML48
Free Open Mental Conflict/4 to ML52
Free Open Oratory/3 to ML39
Free Open Hârnic/70+SB to ML84
Free Open Lakise/70+SB to ML81

Free Open Agriculture/4 to ML60
Free Open Animalcraft/3 to ML45
Free Open Herblore/3 to ML39
Free Open Physician/3 to ML33
Free Open Weatherlore/3 to ML33
Free Open Textilecraft/2 to ML24

1 OP Open Alchemy/2 to ML22
1 OP Open Spear (Staff)/4 to ML52
1 OP Improve Alchemy SBx1 to ML33
1 OP Improve Physician by SBx1 to ML44
1 OP Improve Herblore by SBx1 to ML52

Takar would also open all *Automatic* skills not specifically mentioned above such as Jumping/4, Awareness/4, Singing/3, etc. Option points may also be expended to improve these Automatic skills by SBx1.

Cleric Invocations (example)

Takar (RSB 13) has 13 Ritual Option points. He learns the following invocations:

Free BAPTISM II
Free BLESSING II
Free COMMUNE II
Free LITURGY II
Free MARRIAGE II
Free PASSAGE OF THE SOUL II
3 OPs TIRRALA'S CURE III
3 OPs HABRAEN'S WELL III
3 OPs PEACE OF VALON III
4 OPs PEONI'S AID IV

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SHEK-PVAR

Shek-Pvar belong to one of six ancient and esoteric sub-orders (convocations). Each convocation stresses on certain Pvaric principles because some conflict with others. Most Hârnic Shek Pvar reside in Melderyn.

CHANTRY APPLICATIONS	
Quality	**Approval**
★★★★★	CSB x2
★★★★	CSB x3
★★★	CSB x4
★★	CSB x5
★	CSB x6

Each convocation has its own chantries. Chantries vary in quality. The best are difficult to find and enter. A high *Aura* is required, but most applicants can improve their chance of acceptance if they have the right family connections, sufficient funds to bestow, or an appropriate recommendation.

Convocational Mastery Level (CML)

The ability to cast spells of a particular convocation is a skill. There is a separate skill for *each* convocation, and one for *Neutral*. Each CML has a unique Convocation Skill Base (CSB), dominated by Aura.

CONVOCATIONAL SKILL BASES		
Skill	**CSB**	**Specialties**
Lyahvi	AUR AUR EYE	Wind, Magnification, Visual Illusions.
Peleahn	AUR AUR AGL	Fireballs, Volcanos, Movement Enhancement.
Jmorvi	AUR AUR STR	Weapon Creation, Prospecting/Mining, Lockboxes.
Fyvria	AUR AUR SML	Healing, Horticulture, Necromancy, Earthquakes.
Odivshe	AUR AUR DEX	Waves, Precipitation, Movement Reduction.
Savorya	AUR AUR INT	Divination, Written Works, Memory Suppression.
Neutral	AUR AUR WIL	Counter-Magic, Interworld Travel, Energy Storage.

Convocational Sunsign Modifiers

The stars favor different convocations. The astrological modifier to CSB is given below. For a character born on a cusp (the first two or last two days of a sunsign), use the more advantageous modifier.

CONVOCATIONAL SUNSIGN MODIFIERS						
SUNSIGN	**Lyahvi**	**Peleahn**	**Jmorvi**	**Fyvria**	**Odivshe**	**Savorya**
Ulandus	–3	–1	+1	+3	+1	–1
Aralius	–2	+0	+2	+2	+0	–2
Feneri	–1	+1	+3	+1	–1	–3
Ahnu	+0	+2	+2	+0	–2	–2
Angberelius	+1	+3	+1	–1	–3	–1
Nadai	+2	+2	+0	–2	–2	+0
Hirin	+3	+1	–1	–3	–1	+1
Tarael	+2	+0	–2	–2	+0	+2
Tai	+1	–1	–3	–1	+1	+3
Skorus	+0	–2	–2	+0	+2	+2
Masara	–1	–3	–1	+1	+3	+1
Lado	–2	–2	+0	+2	+2	+0

NOTE: *A gifted Mavari will sometimes join a convocation in opposition to his Sunsign. This gives him an advantage when learning spells of other convocations in the future, although it will impede his early career.*

Chantry Application (Example)

Caswalon has wanted to be a Fyvrian ever since a mage healed him of the plague at the age of eight. Caswalon applies at Gelimo, a ★★★★ Fyvrian chantry in Melderyn where he knows his benefactor is now a Shenava. The benefactor explains he already has an apprentice, but recommends him to another master. With a Fyvrian CSB of 14, Caswalon's base chance of being accepted is 14 x 3 = 42%, but the GM awards a +20 bonus for the recommendation giving a net chance of 62%. The player rolls a 59; Caswalon's application is accepted.

Convocational SBs (Example)

Caswalon's sunsign is Masara, and he has the following attributes:

STR	12	EYE	09	INT	13
STA	11	HRG	10	AUR	16
DEX	13	SML	06	WIL	15
AGL	08	VOI	07		

Masara gives a +3 bonus for Odivshe, a +1 bonus for Fyvria and Savorya, a –1 penalty for Lyahvi and Jmorvi, and a –3 penalty for Peleahn. Caswalon's CSBs are:

Convocation		**CSB**
Lyahvi	(16 + 16 + 09) / 3 – 1	13
Peleahn	(16 + 16 + 08) / 3 – 3	10
Jmorvi	(16 + 16 + 12) / 3 – 1	14
Fyvria	(16 + 16 + 06) / 3 + 1	14
Odivshe	(16 + 16 + 13) / 3 + 3	18
Savorya	(16 + 16 + 13) / 3 + 1	16
Neutral	(16 + 16 + 15) / 3	16

Convocational Attunement

When Mavari learn how to attune to their element, they are taught to let a small amount of Principle exist within their Aura. Attunement must be done slowly and carefully, and it takes months before sufficient Principle can reside within the Aura to allow spells to be cast. Mages refer to this Aura-resident Principle as their *Foundation*.

With time and practice, Foundations can be increased in size to accommodate Principle from other convocations.

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SHEK-PVAR SKILLS

CHANTRY OMLs		
Quality	**Convocation**	**Neutral**
★	CSBx2	CSBx1
★★	CSBx2	CSBx2
★★★	CSBx3	CSBx2
★★★★	CSBx3	CSBx3
★★★★★	CSBx4	CSBx3

Shek-Pvar PCs begin play as *Satia-Mavari* about to depart from their chantry after five to seven years apprenticeship. Two magic skills (Convocation and Neutral) are automatically opened with CML values (multiples of CSB) that depend on the quality of the chantry.

[1] Satia-Mavari Occupational Skills

Satia-Mavari open the three skills under ALL, plus the skills for specific convocation. Each skill is named followed by a number which is the OML that applies during character generation only.

SATIA-MAVARI OCCUPATIONAL SKILLS	
ALL	LOCAL SCRIPT 70+SBx2, FOLKLORE/4, MATHEMATICS/2.
LYAHVI	Legerdemain/3, Glassworking/3, Jewelcraft/3.
PELEAHN	Alchemy/3, Cookery/4, Metalcraft/1, Weaponcraft/1.
JMORVI	Metalcraft/3, Lockcraft/3, Mineralogy/2, Weaponcraft/2.
FYVRIA	Herblore/3, Agriculture/3, Animalcraft/2, Embalming/2, Foraging/3, Physician/2, Survival/3, Tracking/2.
ODIVSHE	Swimming/4, Fishing/3, Piloting/2, Seamanship/2, Brewing/2.
SAVORYA	Mental Conflict/5, Drawing/4, Runecraft/3, Tarotry/3.

[2] Optional Skills

Like all characters, Satia-Mavari have five Option Points (5OP) to open new skills and improve open skills.

Optional Skills: Acting/2, Alchemy/2, Astrology/2, Cookery/4, Dancing/3, Dagger/3, Hideworking/2, Mental Conflict/4, Musician/2, Riding/2, Runecraft/2, Skiing/2, Sling/2, *Staff*/4, Survival/3, Swimming/2, Tarotry/2, Unarmed/4, Weatherlore/3.

Each optional skill is opened by expending 1 OP. Any open skill (including any new skills just opened) may be improved SBx1 by expending 1 OP. A second improvement of the same skill cost 2OP

IMPORTANT: Players can NEVER expend Option Points to improve their two open CMLs, nor to open CMLs for other Convocations.

[3] Satia-Mavari Spells

Spell Type	OP per Spell
Convocation	Spell Level x 1OP
Neutral	Spell Level x 2OP

Satia-Mavari start play with a selection of *Primary Convocation* and *Neutral* spells learned during apprenticeship. Satia-Mavari have ***Spell Option Points*** equal to *Aura*. Two neutral spells, FOCUS and DISPELL are taught to all Mavari and these are opened ***free.*** All Convocational spells cost 1OP per level, and all other Neutral spells cost 2OP per level.

For detailed spell descriptions, see *HârnMaster Magic*.

Beginning Skills (Example)

Caswalon's Gelimo (★★★★) apprenticeship has been completed. He opens and/or improves the following skills:

Free Open Fyvrian Magic/3 to CML42
Free Open Neutral Magic/3 to CML48

Free Open Lakise to ML94 (70+SBx2)
Free Open Folklore/4 to ML48
Free Open Mathematics/2 to ML28

Free Open Herblore/3 to ML36
Free Open Agriculture/3 to ML48
Free Open Animalcraft/2 to ML20
Free Open Embalming/2 to ML18
Free Open Foraging/3 to ML30
Free Open Physician/2 to ML28
Free Open Survival/3 to ML39
Free Open Tracking/2 to ML16

1 OP Open Alchemy/2 to ML28
1 OP Open Dagger/3 to ML36
1 OP Open Mental Conflict/4 to ML60
1 OP Improve Herblore by SBx1 to ML48
1 OP Improve Physician by SBx1 to ML42

Beginning Spells (Example)

Caswalon's Aura gives him 16 Spell Option Points. He has been taught the following spells:

Free Dispell (Neutral/I)
Free Focus (Neutral/III)

4 OP Zyna's Tap (Neutral/II)

1 OP Balm of Gresan (Fyvria/I)
2 OP Hand of Iliam (Fyvria/II)
2 OP Verdant Hand (Fyvria/II)
3 OP Learn Power of Sharadorn (Fyvria/III)
4 OP Learn Dream of Galega (Fyvria/IV)

❑ Neutral Spell Limits

Masters expect Mavari to spend the majority of their time learning spells of their own convocation. Thus, PCs cannot spend more than **one third** of their spell OPs to learn neutral spells.

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MILITARY CAREERS

A military career provides good weapon skills, useful social contacts, and a good opportunity for advancement in society. Of course, it might also be dangerous. Only characters with good STRENGTH, STAMINA, and WILL should consider this vocation. The sunsigns *Ahnu, Angberelius,* and *Aralius* are favored for warriors.

MILITARY OCCUPATION SKILLS

ALL MILITARY				Initiative/5, Foraging/4, Survival/4, Heraldry/2, Physician/2, Weaponcraft/2.
Feudal	Militia	UF	E6	Spear/4, *Roundshield/4*
	Yeoman	LF	E3	Spear/5, *Shortsword/4, Dagger/4, Roundshield/4*
	Guardsman	LF	E4	Spear/6, *Shortsword/5, Dagger/5, Roundshield/5*
	Guardsman	MF	E3	Spear/6, *Falchion/5, Dagger/5, Roundshield/5*
	Yeoman	SB	E3	*Shortbow/5, Falchion/5, Dagger/5, Buckler/5*
	Yeoman	LB	E2	*Longbow/5, Falchion/5, Dagger/5, Buckler/5*
	Knight	MH	E4	Riding/6, Initiative/6, *Lance/6, Broadsword/5, Handaxe/5, Dagger/5, Knight Shield/6,* Dancing/3
	Knight	HH	E3	Riding/6, Initiative/6, *Lance/6, Bastard Sword/5, Handaxe/5, Dagger/5, Kite Shield/6,* Dancing/3
Fighting Order	Infantry	LF	E4	Spear/6, *Shortsword/5, Dagger/5, Roundshield/5*
	Infantry	MF	E3	Spear/6, *Falchion/5, Dagger/5, Roundshield/5*
	Archer	SB	E2	*Shortbow/5, Shortsword/5, Dagger/5, Buckler/5*
	Knight	MH	E3	Riding/6, Initiative/6, *Lance/6, Broadsword/5, Mace/5, Dagger/5, Knight Shield/6,* Dancing/3
	Knight	HH	E2	Riding/6, Initiative/6, *Lance/6, Bastard Sword/5, Mace/5, Dagger/5, Kite Shield/6,* Dancing/3
Imperial	Militia	UF	E6	Spear/4, *Roundshield/4*
	Legionnaire	LF	E4	Spear/5, *Shortsword/4, Dagger/4, Tower Shield/5*
	Legionnaire	MF	E3	Spear/6, *Shortsword/5, Dagger/4, Tower Shield/5*
	Legionnaire	SB	E3	*Shortbow/6, Shortsword/5, Dagger/5, Buckler/5*
	Patrician (Knight)	MH	E2	Riding/6, Initiative/6, *Lance/6, Broadsword/5, Handaxe/5, Dagger/5, Kite Shield/6,* Dancing/3
Viking	Clansman	UF	E5	Spear/5, *Roundshield/5, Keltan/4, Seamanship/3*
	Clansman	LF	E4	Spear/6, *Roundshield/6, Shortbow/5, Keltan/5, Seamanship/3*
	Huscarl	MF	E3	*Battleaxe/6,* Initiative/6, *Broadsword/5, Keltan/5, Roundshield/5, Seamanship/3, Piloting/2.*
	Huscarl	LH	E2	Riding/6, Initiative/6, *Lance/6, Broadsword/5, Roundshield/5, Seamanship/3, Piloting/2*
Khuzdul	Clansman	LF	E4	Spear/6, *Handaxe/5, Roundshield/5*
	Low Guard	MF	E3	Spear/6, *Battleaxe/5, Dagger/5, Roundshield/5*
	High Guard	HF	E2	Initiative/6, *Poleaxe/6, Mace/5, Dagger/5, Roundshield/5*
Sindarin	Ranger	UF	E5	*Hartbow/6, Longknife/5, Dagger/5, Buckler/5*
	Ranger	LF	E4	*Hartbow/6, Longknife/5, Dagger/5, Buckler/5*
	Guardian	MF	E3	Spear/7, *Longknife/6, Dagger/5, Roundshield/6*
	Horsebow	LH	E2	Riding/6, *Hartbow/6, Lance/5, Longknife/5 Knight Shield/6,* Dancing/3, Musician/2
	Knight	MH	E2	Riding/7, Initiative/6, *Lance/7, Longknife/6, Knight Shield/6,* Dancing/3, Musician/2

MILITARY SKILLS

[1] Recruitment

Characters can be admitted to a military unit during character generation, or later in the course of play. Most units let characters enlist at age 16, and discourage those over 30.

Interested characters must contact a unit. The recruiting officer will ask about the character's background, and military experience. A recommendation from someone in the unit might be helpful, and some units (noted in italics) require applicants to be noble.

Characters roll against a multiple of their ENDURANCE which is noted in the MILITARY OCCUPATIONS Table (E6 means END x6) to see if they are accepted.

The GM may modify the roll to reflect family connections, character Rhetoric, military situation, and bribes.

Modifiers

+10	with good referral
+10	equipped for that unit
+5	Per year of military experience
+10	High Military Demand
–10	Low Military Demand
–5	Per year of age over 30
+	Character Rhetoric SI

[2] Occupation Skills

Military characters are assumed to have spent four (4) years in service. They open the skills shown for "ALL" and for their specific Unit Type. If a skill is listed under "ALL" and unit type, use the higher OML. If a skill is already known at a higher ML, add SB to that ML. Weapons are mostly given as a speciality in *italics*. The GM may allow weapon substitutions.

[3] Optional Skills

Like all new characters, military characters have five (5) option points to improve existing skills, or open new skills. Choose new skills from the list below, which open at OML+SB for military characters.

Cookery/4, Engineer/2, Embalming/2, Fishing/4, Fletching/2, Hidework/3, *Horsecraft/2*, Law/2, Masonry/2, Metalcraft/2.

Other reasonable skills open at OML.

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RE-ENLISTMENT

Having completed four years of service, characters may now elect to continue their military career or muster-out of the army to follow some other occupation. Guard and legionnaire units require a one year contract at the end of which a *Re-enlistment Incentive* may be offered to sign up for another twelve months. Irregular units have less formal contracts, most likely just a handshake or an oath, but the effect is the same.

Use the following routine:

[1] Roll three times on the RE-ENLISTMENT INCENTIVES table. Ignore all results except "Promotion One Rank". Determine current rank. Military ranks are described on CHARACTER 30.

[2] Roll once more on the same table to determine the incentive offered (if any) to re-enlist for a 5th year.

[3] Character may now re-enlist or muster-out from the army.

NOTE: *Characters mustering-out generally do not leave with their weapons and armour (unless they provided them in the first place).*

RE-ENLISTMENT INCENTIVES

1d100	Result
01-20	None Offered
21-50	10 day Furlough
51-70	10 day Pay Bonus
71-90	Promotion one (1) rank
91-00	Roll twice more adding results.

Modifiers

+10	High Military Demand
–10	Low Military Demand
+	INITIATIVE SI
+	Best Weapon SI

MILITARY WAGES

Military wages are traditionally paid quarterly, but are listed monthly for comparison with other incomes. Considering the danger, wages are low, but armies offer various other benefits, and sometimes deliver them. These include food and shelter, and the opportunity to collect booty.

The wage table gives monthly and yearly base pay. Elite units may get more, although some elite units in which men serve for honor may get less. It is not unusual for a soldier to work long stretches followed by long furloughs. Armies are generous with (unpaid) leave in peacetime.

Booty

Traditionally, a soldier may keep 2/3 of booty collected, giving 1/3 to the next highest rank, who gives 1/3 to the next highest rank, and so on. High ranking officers can get very rich with this scheme.

Bonuses

Cash bonuses are sometimes given for long, distinguished service, or as a reenlistment incentive. There is no typical amount, although a bonus would rarely exceed a month's pay.

Pensions

Standing armies typically offer land grants to soldiers after twenty years service. Monetary pensions are rare, but "half-pay for life" might be awarded to a soldier who has distinguished himself in some way.

When a soldier is maimed in the course of duty, he is discharged with a lump sum bonus rather than a pension. The amount is two to twelve months pay, depending on the nature of the injury and wealth of the unit.

Few armies provide survivor benefits. A bonus of about six month's pay might be provided to a widow in exceptional cases. More commonly, the deceased's comrades will make a collection.

MILITARY WAGES

Light Foot	Month	Year
Molak	24d	288d
Arkalin	30d	360d
Melbrin	36d	432d
Molarin	42d	504d
Armolarin	48d	576d
Medium Foot	**Month**	**Year**
Molak	48d	576d
Arkalin	60d	720d
Melbrin	72d	864d
Molarin	84d	1,008d
Armolarin	96d	1,152d
Heavy Foot	**Month**	**Year**
Molak	72d	864d
Arkalin	90d	1,080d
Melbrin	108d	1,296d
Molarin	126d	1,512d
Armolarin	144d	1,728d
LF Bowman	**Month**	**Year**
Molak	48d	576d
Arkalin	60d	720d
Melbrin	72d	864d
Molarin	84d	1,008d
Armolarin	96d	1,152d
LF Longbow	**Month**	**Year**
Molak	72d	864d
Arkalin	90d	1,080d
Melbrin	108d	1,296d
Molarin	126d	1,512d
Armolarin	144d	1,728d
Light Horse	**Month**	**Year**
Molak	96d	1,152d
Arkalin	120d	1,512d
Molarin	180d	2,232d
Armolarin	216d	2,592d
Medium Horse	**Month**	**Year**
Chalasir	192d	2,304d
Kephiri	288d	3,456d
Heavy Horse	**Month**	**Year**
Chalasir	288d	3,456d
Kephiri	384d	4,608d

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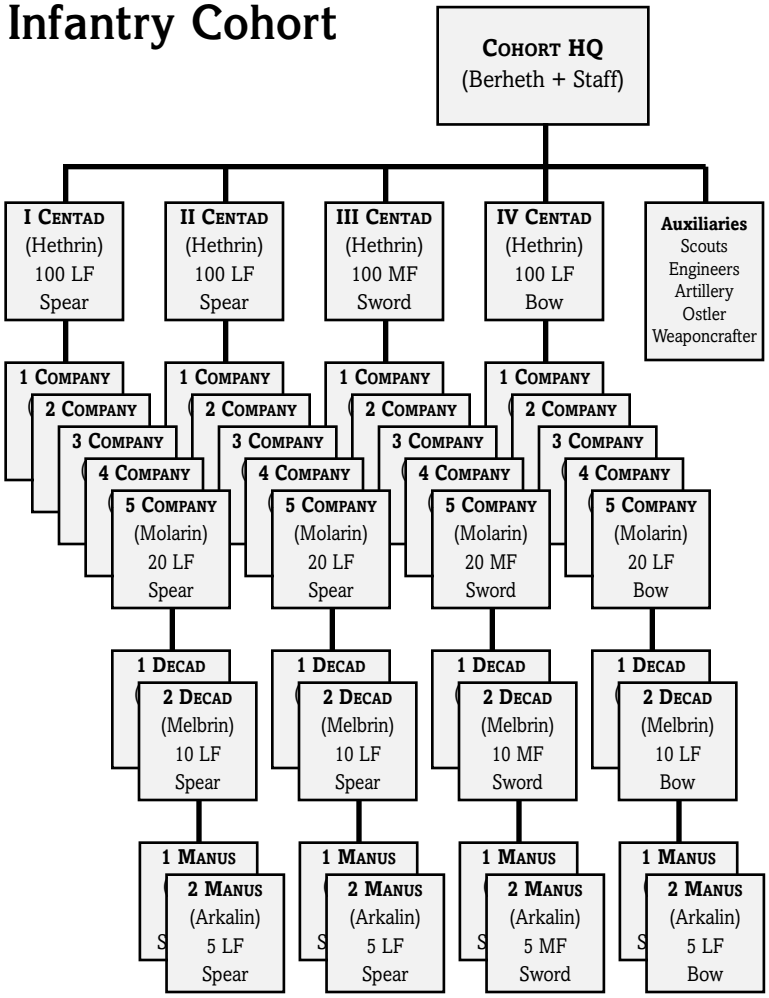
Infantry Cohort



The Cohort

A cohort, ideally, consists of two centads of light foot, one of medium foot and one of light foot bowmen (shortbow or longbow). In addition, there are often auxiliary units, such as companies of engineers (sappers), artillery (siege engines), light cavalry (scouts), medical, ostlers, weaponcrafters, etc.

In practice a Cohort may contain from two to six Centads, each consisting of two to eight Companies. The economic realities of manning, equipping, and supporting military units have always overwhelmed the neat organizational plans of staff officers.

The Legion

Some states, like Azeryan, group their cohorts into legions. The ideal Azeryani legion consists of four cohorts plus various auxiliary or reserve units attached to the legion HQ.

On Hârn, legions exist only in the Thardic Republic where they tend to be little more than large cohorts.

TROOP TYPES

Unarmoured Foot [UF]
Unarmoured foot are most often found in Militia formations. Such troops wear ordinary clothing and may be equipped with homemade weapons.

Light Foot [LF]
Typical light footmen wear incomplete leather and are equipped with a spear, shield, and a knife or dagger. Light foot are the fundamental troop type, and form the bulk of most standing armies.

Medium Foot [MF]
Medium Foot have better weapons, most likely a spear, shortsword, shield, and better armour, perhaps some scale or mail. They are nearly always better trained and more experienced.

Heavy Foot [HF]
The only permanent heavy foot found on Hârn are elite High Guard units within the dwarven army of Azadmere. Heavy foot carry heavy weapons like a battleaxe and are armoured with mail & quilt.

Unarmoured Horse [UH]
Lightly armed troops used primarily for intelligence gathering, courier service, and light skirmishing.

Light Horse [LH]
A light cavalryman is usually equipped with a lance or spear, shield, shortsword and mostly leather armour. He can be used in the same role as unarmoured horse, or used en masse in battle.

Medium Horse [MH]
Riders are well-armoured in scale/mail with a good assortment of weapons. In feudal societies, medium horsemen are invariably knights or squires.

Heavy Horse [HH]
The heavy cavalryman has well-padded mail from head to foot and may have strategically located plate. He carries lance, sword, and shield, and usually other weapons as well. Heavy horsemen are almost always noble and are primarily used as shock cavalry on the battlefield.

Shortbow [SB]
A light footman equipped with a shortbow, and bearing light melee weapons and a roundshield or buckler.

Longbow [LB]
A light footman equipped with a longbow. Longbowmen require years of training and are quite rare. They are well paid.

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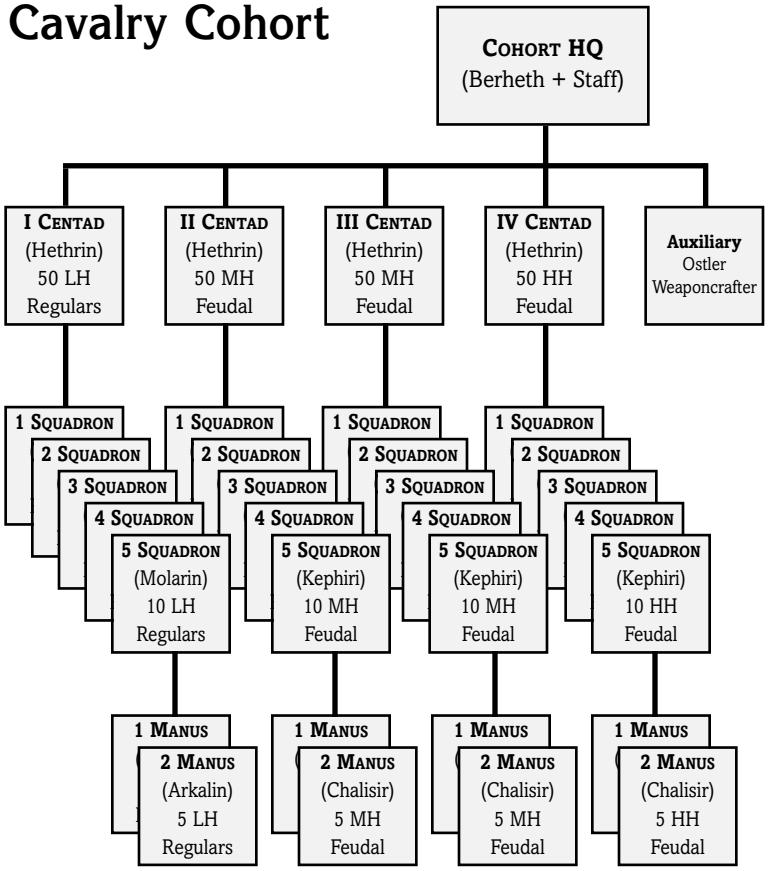
CHARACTER 30

Cavalry Cohort



Cavalry Organization

Full strength cavalry cohorts are rare. It is simply too expensive to maintain such units in peacetime. The cohort shown, which exists only in the dreams of Lord Marshals, contains one centad of regular light horse, two centads of feudal medium horse, and one centad of feudal heavy horse. From mid-spring to mid-autumn, one or two *squadrons* of each *feudal* centad might be manned by knights doing their military service. Other squadrons would be inactive until a military emergency arises. Feudal units might be virtually devoid of personnel in winter.

Most cavalry tends to be deployed in small units of squadron or centad strength and massed only for battle. There are, of course, exceptions, such as the large bodies of horse defending Shorkyne and Trierzon's borders.

Imperial cavalry tends to be mostly light. Azeryan, for example, uses cavalry in a supporting role (scouts and skirmishers), as does Tharda. This is mostly due to the lack of a feudal societal class. The Azeryani do, however, hire foreign knights to serve in some special forces.

Logistical problems are different for cavalry units. Auxiliary forces, weaponcrafters, ostlers, transport, engineers, and the like are all slower than cavalry, and tend to get left behind. Units, even small ones, may have their own "field households" (messes) in tow. These too, may straggle.

MILITARY RANKS

Because of the pervasive military influence of the Azeryan Empire, the Azeri names for military ranks are in common use throughout Northwestern Lythia.

Enlisted Ranks

Five enlisted ranks are in general use. These are rarely filled by nobles, who would consider them beneath their station.

Molak: the common soldier. Status and remuneration vary according to special skills and unit type.

Arkalin: commands a *manus* of five men; himself and four Molaks.

Melbrin: commands a *decad* of ten men; himself, one Arkalin, and eight Molaks.

Molarin: commands a *company* of twenty men; himself, one Melbrin, two Arkalins, and sixteen Molaks. A cavalry Molarin commands a *squadron*.

Armolarin: the most senior Molarin in a *centad*. He is the principal liaison between officers and men, and is often the "real" commander of a Centad.

Officer Ranks

Officers are gentlemen. A commoner rising to officer rank is also invariably knighted. There is widespread belief that leaders must be noble, although there is no law to that effect. Five officer ranks exist:

Hulhurin: junior staff officer, and deputy commander of a *Centad*. May also command an auxiliary company.

Hethrin: commander of a *Centad*, or a *Cohort* staff officer.

Kurlin: senior staff officer, and deputy commander of a Cohort.

Berheth: commander of a *Cohort*.

Tharin: commander of a *Legion*, which has two or more Cohorts.

Cavalry Ranks

Light horse units have the same ranks as infantry officers, except there is no *Decad* command. Medium and Heavy horse units differ at Manus and Squadron level.

Chalasir: any trooper in a medium or heavy horse unit. A manus will be commanded by a senior Chalisir.

Kephiri: commander of a *Squadron* of medium or heavy horse.

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Skills are the heart and soul of *HârnMaster*. They govern all physical and mental activities, such as combat and spell-casting. All skills are derived from character attributes and rated on a percentile scale. There are no arbitrary character classes to restrict your play. Please give this section your utmost study and attention.

SKILL BASE (SB)

Skill Base (SB) represents a character's natural affinity for a skill. The SB for each skill is calculated when the skill is opened. The SKILL DATA table (next page) lists the component attributes for each skill. To determine a SB, the attributes are averaged (round fractions to the nearest whole number). If an attribute is listed twice, it is counted twice in the calculation. If the character's Sunsign is listed, it increases SB by the indicated number. Skill Base has three main uses:

[1] The Opening Mastery Level (OML) for most skills is a multiple of SB. Hence, Characters with a higher natural affinity will open the skill at a higher Mastery Level.

[2] The maximum ML for a skill is equal to 100+SB. A character with SB 16 in SWORD can develop it to ML116 while a character with only SB 11 in SWORD can develop it to a maximum of 111.

[3] SB is added to a character's Development Roll every time an attempt is made to improve the skill. Characters with a higher SB improve the skill faster, and can improve it to a higher ML.

Expanding the System

Any activity can be organized as a skill. *HârnMaster* covers the basic needs of role-playing with a simple, expandable system. The system is flexible enough to allow the addition of any desired skill. The GM need only determine what attributes and sunsigns are relevant to the skill base, and then assess an OML.

Skill Base (Example)

Juryn wishes to calculate his Dancing SB. His Dexterity is 10, Agility is 14, and Sunsign is Hirin. His skill base is determined by adding together DEX, AGL, AGL and dividing by three. The result is (10 + 14 + 14) / 3 = 12.66, which is rounded to 13. After a +1 modifier for his sunsign (Hirin) his Dancing SB is 14.

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MASTERY LEVEL (ML)

ML represents a character's current competence at a specific skill; the higher the number, the more skillful. MLs may be improved in the course of play and range from SB to 100+SB.

Various activities during play call for the use of skills. When, for example, a character attempts to sneak up on a hostile camp, Stealth is tested to determine how much noise is made.

Opening Mastery Level (OML)

Unless otherwise noted, a multiple of Skill Base is used to determine the Opening Mastery Level (OML) of any skill. If the OML is listed at SBx2, the skill is opened at twice the applicable SB. OMLs are given on the SKILL DATA table.

Many occupations give OMLs as OML+SB or OML+SBx2. These mean the OM is raised by one SB or two SB respectively. That is, if the OML for Sword is OML+SBx2, this skill opens at SBx3+SBx2 which equals SBx5.

Effective Mastery Level (EML)

In many instances, ML is modified up or down to produce an *Effective Mastery Level (EML)* before a skill test is made. A skill roll is, in other words, made against the applicable EML, which may or may not equal ML. EML is usually less than ML because of fatigue, injury, encumbrance, or difficult circumstances. In some cases, however, EML is more than ML because of some situational advantage. Factors affecting EML are sometimes specified in the skill description; otherwise GM discretion applies.

Minimum EML

There is usually some chance of success. Unless the GM deems the task impossible, the minimum EML for an open skill is 05.

Maximum EML

If a character's EML is greater than 95 (after any situational modifications) it is considered to be 95 for the purpose of the skill test. Hence, there is ALWAYS at least a 5% chance of failure. Note: it is still worthwhile to increase ML above 95 since a higher ML makes the skill easier to use under difficult circumstances (i.e., when there are penalties).

Skill Index (SI)

For any skill, a character's SI is equal to one-tenth ML (rounded down). For example, if a character's ML is between 80 and 89 (inclusive) the SI is eight (8). SI is derived as needed; it is not recorded anywhere.

Important: *SI is always based on ML, never on EML.*

OML (Example)

Juryn has an SB in Dancing of 14. The OML is SBx2. Hence, Juryn's OML for Dancing is 14 x 2 = 28.

ML and EML

The *basic* percentage chance of successfully using a skill is its ML. The *actual* chance of successfully using a skill is called Effective Mastery Level (EML), determined by modifying ML.

Example: A party is camped in the wilderness and a large animal enters the camp. The guard's Awareness is tested to determine how soon the creature is noticed. Those who are asleep might also test Awareness; but, because they are unconscious, their EMLs would be (at most) half their actual MLs.

Minimum EML (Example)

A player would normally have a minimum EML 05 in Climbing. However, climbing an ice cliff, with a broken arm, during a blizzard is probably impossible, and the GM may feel an EML of zero is justified.

❑ SPECIALTIES

Most skills can be divided into sub-skills or specialties; suggestions are given on the SKILLS DATA table. A weaponcrafter could specialize in mailcraft, a jeweler in gemcutting, etc.

Characters may begin selecting specialties when a skill reaches ML 40. The specialty skill is opened at the current group ML.

Each specialty is developed as a separate skill, with the advantage that successful skill development roll (Skills 7) for that Specialty increase by two (2) points instead of one (1) point.

A character may declare any number of specialties, but each is a separate skill. The original skill can be improved separately as normal.

EXAMPLE: *Bjorni has Sword skill at ML42. He decides to choose* ***Broadsword*** *as a specialiy. Sword and Broadsword are now two separate skills, but Broadsword develops faster at +2 per development roll. Bjorni must use his current SWORD skill if he uses any other sword.*

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AUTOMATIC SKILLS: The skills listed in CAPITAL letters are automatic skills.

PHYSICAL

SKILL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES (Optional)
Acrobatics	STR AGL AGL	Nad+2; Hir+1	SBx2	*Trapeze, Tumbling, Vaulting, etc.*
CLIMBING	STR DEX AGL	Ula/Ara+2	SBx4	*None.*
❑CONDITION	STR STA WIL	Ula/Lad+1	SBx5	*None.*
Dancing	DEX AGL AGL	Tar+2; Hir/Tai+1	SBx2	*Different styles may be specialties.*
JUMPING	STR AGL AGL	Nad/Hir+2	SBx4	*High Jump, Long Jump.*
Legerdemain	DEX DEX WIL	Sko/Tai/Tar+2	SBx1	*Pursecutting, Conjuring, etc.*
Skiing	STR DEX AGL	Mas+2; Sko/Lad+1	SBx1	*None.*
STEALTH	AGL HRG WIL	Hir/Tar/Tai+2	SBx3	*None.*
Swimming	STA DEX AGL	Sko+1; Mas/Lad+3	SBx1	*None.*
THROWING	STR DEX EYE	Hir+2; Tar/Nad+1	SBx4	*None.*

COMMUNICATION

SKILL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES (Optional)
Acting	AGL VOI INT	Tar/Tai+1	SBx2	*None.*
AWARENESS	EYE HRG SML	Hir/Tar+2	SBx4	*None.*
INTRIGUE	INT AUR WIL	Tai/Tar/Sko+1	SBx3	*None.*
Lovecraft	CML AGL VOI	Mas/Ang+1	SBx3	*GM Discretion.*
Mental Conflict	AUR WIL WIL	None	SBx3	*None.*
Musician	DEX HRG HRG	Mas/Ang+1	SBx1	*Each instrument is a separate skill.*
ORATORY	CML VOI INT	Tar+1	SBx2	*None.*
RHETORIC	VOI INT WIL	Tai/Tar/Sko+1	SBx3	*Command, Diplomacy, Intimidation.*
SINGING	HRG VOI VOI	Mas+1	SBx3	*Different styles may be specialties.*
Language	VOI INT WIL	Tai+1	Skills 11	*Each Language is a separate skill.*
Script	DEX EYE INT	Tar/Tai+1	70+SB	*Each Script is a separate skill.*

RELIGION

RITUAL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES
Agrik	VOI INT STR	Nad+2; Ang/Ahn+1	SBx1	*Liturgy, Theology, Scriptor*
Halea	VOI INT CML	Tar+2; Hir/Mas+1	SBx1	*Liturgy, Theology, Scriptor*
Ilvir	VOI INT AUR	Sko+2; Tai/Ula+1	SBx1	*Liturgy, Theology, Scriptor*
Larani	VOI INT WIL	Ang+2; Ahn/Fen+1	SBx1	*Liturgy, Theology, Scriptor*
Morgath	VOI INT AUR	Lad+2; Ahn/Mas+1	SBx1	*Liturgy, Theology, Scriptor*
Naveh	VOI INT WIL	Mas+2; Sko/Tar+1	SBx1	*Liturgy, Theology, Scriptor*
Peoni	VOI INT DEX	Ara+2; Ang/Ula+1	SBx1	*Liturgy, Theology, Scriptor*
Sarajin	VOI INT STR	Fen+2; Ara/Lad+1	SBx1	*Liturgy, Theology, Scriptor*
Save-K'nor	VOI INT INT	Tai+2; Sko/Tar+1	SBx1	*Liturgy, Theology, Scriptor*
Siem	VOI INT AUR	Hir+2; Fen/Ula+1	SBx1	*Liturgy, Theology, Scriptor*

COMBAT

SKILL	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES (Optional)
INITIATIVE	AGL WIL WIL	None	SBx4	*None.*
UNARMED	STR DEX AGL	Mas/Lad/Ula+2	SBx4	*Brawling, Wrestling, Martial Arts.*
Riding	DEX AGL WIL	Ula/Ara+1	SBx1	*Always averaged with Steed Initiative.*
Axe	STR STR DEX	Ahn/Fen/Ang+1	SBx3	*Battleaxe, Handaxe, Shorkana, Pickaxe, Sickle, Warhammer.*
Blowgun	STA DEX EYE	Hir+2; Tar/Nad+1	SBx4	*None.*
Bow	STR DEX EYE	Hir/Tar/Nad+1	SBx2	*Crossbow, Hartbow, Longbow, Shortbow.*
Club	STR STR DEX	Ula/Ara+1	SBx4	*Club, Mace, Maul, Morningstar.*
Dagger	DEX DEX EYE	Ang/Nad+2	SBx3	*Dagger, Keltan, Knife, Taburi.*
Flail	DEX DEX DEX	Hir/Tar/Nad+1	SBx1	*Ball & Chain, Grainflail, Nachakas, Warflail.*
Net	DEX DEX EYE	Mas/Sko/Lad+1	SBx1	*Cloak, Net, etc.*
Polearm	STR STR DEX	Ang/Ara+1	SBx2	*Lance, Glaive/Bill, Jousting Pole, Pike, Poleaxe.*
Shield	STR DEX DEX	Ula/Lad/Mas+1	SBx3	*Buckler, Kite, Knight, Round, Tower shields.*
Sling	DEX DEX EYE	Hir/Tar/Nad+1	SBx1	*Sling, Staffsling.*
Spear	STR STR DEX	Ara/Fen/Ula+1	SBx3	*Javelin, Staff, Trident.*
Sword	STR DEX DEX	Ang+3; Ahn/Nad+1	SBx3	*Bastard Sword, Battlesword, Broadsword, Estoc, Falchion, Longknife, Mang, Mankar, Shortsword.*
Whip	DEX DEX EYE	Hir/Nad+1	SBx1	*Isagra, Whip.*

See: *HârnPlayer* for weapon descriptions.

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LORE/CRAFT	ATTRIBUTES	SUNSIGN	OML	SPECIALTIES (Optional)
Agriculture	STR STA WIL	Ula/Ara+2	SBx2	*Different crops may be specialties.*
Alchemy	SML INT AUR	Sko+3; Tai/Mas+2	SBx1	*Different techniques may be specialties.*
Animalcraft	AGL VOI WIL	Ula/Ara+1	SBx1	*Horsecraft, Oxcraft, Birdcraft, etc.*
Astrology	EYE INT AUR	Tar+1	SBx1	*Astromancy, Astronomy.*
Brewing	DEX SML SML	Sko+3; Tai/Mas+2	SBx2	*Different beverage types may be specialties.*
Ceramics	DEX DEX EYE	Ula/Ara+2	SBx2	*Different artistic styles may be specialties.*
Cookery	DEX SML SML	Sko+1	SBx3	*Cultural, religious, and regional specialties.*
Drawing	DEX EYE EYE	Sko/Tai+1	SBx2	*Cartography, Painting, Sketching, etc.*
Embalming	DEX EYE SML	Sko/Ula+1	SBx1	*Cultural, religious, and regional specialties.*
Engineering	DEX INT INT	Ula/Ara+2; Fen+1	SBx1	*Fortifications, Mills, Siege Engines, etc*
Fishing	DEX EYE WIL	Mas/Lad+2	SBx3	*Different techniques may be specialties.*
Fletching	DEX DEX EYE	Hir+2; Tar/Nad+1	SBx1	*Bowyer, Fletcher.*
Folklore	VOI INT INT	Tai+2	SBx3	*Cultural and/or regional specialties.*
Foraging	DEX SML INT	Ula/Ara+2	SBx3	*Different climate/terrain types may be specialties.*
Glasswork	DEX EYE WIL	Fen+2	SBx1	*Different styles may be specialties.*
Heraldry	DEX EYE WIL	Sko/Tai+1	SBx1	*Cultural and/or regional specialties.*
Herblore	EYE SML INT	Ula+3; Ara+2	SBx1	*Different climate/terrain types may be specialties.*
Hidework	DEX SML WIL	Ula/Ara+1	SBx2	*Tanning, Parchment, Taxidermy, Leatherworking, etc.*
Jewelcraft	DEX EYE WIL	Fen+3; Tar/Ara+1	SBx1	*Goldsmith, Silversmith, Gemcutter, Designer, etc.*
Law	VOI INT WIL	Tar/Tai+1	SBx1	*Cultural and/or regional specialties.*
Lockcraft	DEX EYE WIL	Fen+1	SBx1	*Lockmaker, Lockpicker, Fine Mechanician, etc.*
Masonry	STR DEX INT	Ula/Ara+2	SBx1	*Architect, Builder, Stonecutter, Sculptor, etc.*
Mathematics	INT INT WIL	Tai+3; Tar/Sko +1	SBx1	*Algebra, Bookkeeping, Geometry, etc.*
Metalcraft	STR DEX WIL	Fen+3; Ahn/Ang+1	SBx1	*Different metal types (Tinsmith, Coppersmith, etc.).*
Milling	STR DEX SML	Ula+1	SBx2	*Baking, Milling.*
Mining	STR EYE INT	Ula/Ara+2; Fen+1	SBx1	*Different mineral/metal types.*
Perfumery	SML SML INT	Hir/Sko/Tar+1	SBx1	*Incense, Scented Oils, Soap, etc.*
Physician	DEX EYE INT	Mas+2; Sko/Tai+1	SBx1	*Homeopathy, Surgery, etc.*
Piloting	DEX EYE INT	Lad+3; Mas+1	SBx1	*Navigation, Sailing, Specific Waterways, etc.*
Runecraft	INT AUR AUR	Tai+2; Sko+1	SBx1	*Regional styles may be specialties.*
Seamanship	STR DEX AGL	Lad+3; Mas/Sko+1	SBx2	*Rowing, Sailing (small boats), Sculling.*
Shipwright	STR DEX INT	Lad+3; Mas+1	SBx1	*Naval Architecture, Sailmaking, etc.*
Survival	STR DEX INT	Ula+2; Ara+1	SBx3	*Different climate/terrain types may be specialties.*
Tarotry	INT AUR WIL	Tar/Tai+2; Sko/Hir+1	SBx1	*Regional styles may be specialties.*
Textilecraft	DEX DEX EYE	Ula/Ara+1	SBx2	*Embroidery, Needlework, Tailoring, Weaving, etc.*
Timbercraft	STR DEX AGL	Ula+3; Ara+1	SBx2	*Cutting, Felling, Tree Care, etc.*
Tracking	EYE SML WIL	Ula/Ara+3	SBx2	*Specialist for any race or creature type.*
Weaponcraft	STR DEX WIL	Fen+3; Ahn/Ang+1	SBx1	*Weapon or Armour group (eg. Swords or Mailcraft).*
Weatherlore	INT EYE SML	Hir/Tar/Mas/Lad+1	SBx3	*Different climate types may be specialties.*
Woodcraft	DEX DEX WIL	Ula+2; Ara/Lad+1	SBx2	*Cabinetry, Carpentry, Cooper, Carving, Wheelwright.*

Attribute Codes

AGL: Agility
AUR: Aura
CML: Comeliness
DEX: Dexterity
EYE: Eyesight
HRG: Hearing
INT: Intelligence
SML: Smell
STA: Stamina
STR: Strength
VOI: Voice
WIL: Will

Sunsign Codes

Ahn: Ahnu
Ang: Angberelius
Ara: Aralius
Fen: Feneri
Hir: Hirin
Lad: Lado
Mas: Masara
Nad: Nadai
Sko: Skorus
Tai: Tai
Tar: Tarael
Ula: Ulandus

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SKILL TESTING

When a character attempts to use a skill, 1d100 is rolled. If the roll is equal to or less than EML, the skill has been successfully employed; if the roll is greater than EML, the attempt has failed.

The GM has the final say as to what skill should be tested and when. For example, if a PC declares the intent to perform a gymnastic feat, the GM would instruct the player to "test Acrobatics." In cases where success or failure may not be obvious; the GM should make the roll secretly.

Levels of Success

It is often necessary to know the degree of success or failure. Four levels of success/failure are possible:

CF Critical Failure: The character messes up in the worst possible way.

MF Marginal Failure: The character has failed, but may have been close to success.

MS Marginal Success: The character has succeeded. This is a "normal" level of success.

CS Critical Success: The character has succeeded in the best possible way.

Any success roll ending with a five (5) or zero (0) is a Critical Success. Any failure roll ending with a five (5) or zero (0) is Critical Failure. All non-critical results are Marginal.

The interpretation of success level is mostly a matter of common sense; sometimes an explanation is given in the skill description. GM discretion always governs.

Skill versus Skill

When two characters use skills against each other, each character makes a skill roll appropriate to the skill in question and the success levels are compared. The character with the highest success level "wins." If both characters achieve the same success level, neither party wins. If a tie is not appropriate to the situation, then whoever rolled the lower number wins.

Critical Success or Failure

With an EML of 49, any roll between one and 49 is a success and any roll between 50 and 00 is a failure. The numbers 05, 10, 15, 20, 25, 30, 35, 40, and 45 are Critical Successes and the numbers 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, and 00 are Critical Failures.

❑ Skill Zones

Additional levels of success and failure are sometimes useful. The success and failure ranges of an EML can be split to to give additional levels:

Example: Assuming an EML (*not* ML) of 80, the Skill Zones are:

01–40 Substantial Success

41–80 Marginal Success

81–90 Marginal Failure

91–00 Substantial Failure

Substantial Success results are better than Marginal Success, but are not as good as a Critical Success. A Substantial Failure is worse than Marginal Failure, but not as bad as a Critical Failure.

A critical result within the Substantial range can, if desired, be considered more critical than one within the Marginal range. This gives four levels of success, and four of failure.

See: COMBAT 17 for an example of using skill zones.

Craftsman Ratings

Craftsmen in *HârnWorld* modules generally have quality ratings of one to five. To determine the ML of a rated craftsman, use this table:

Quality	ML	
1 Poor	51-60	50+1d10
2 Inferior	61-70	60+1d10
3 Average	71-80	70+1d10
4 Superior	81-100	80+1d20
5 Excellent	101+	100+1d20

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UNIVERSAL PENALTY

A character who is injured or fatigued cannot function as well as a character in good health and well-rested. Hence, penalties are applied to Attributes and Skills to reflect these factors. Universal Penalty is the sum of *Injury Penalty* and *Fatigue Penalty.*

Injury Penalty (IP)

Combat, and other activities, may injure a character. **Each** injury is rated in terms of Injury Levels: M1, S2, S3, G4, or G5. A character with, for example, one M1 and one S3 injury, has a total of four (4) Injury Levels. A character's Injury Penalty is equal to the sum of all Injury Levels.

Note: For complete details about injuries, see COMBAT 13.

Fatigue Penalty (FP)

Using psionic talents or casting spells generates Fatigue Levels. The GM may also assess Fatigue Levels for prolonged physical activity, such as when a character swims a swift river and then begins to scale a cliff without pausing to rest. In general, one Fatigue Level is assessed for every five minutes of strenuous physical activity. A character's Fatigue Penalty is equal to the sum of all Fatigue Levels.

Applying Universal Penalty

Universal Penalty (the sum of Injury and Fatigue penalties) is applied to ALL *Attributes* when they are tested. When any non-physical *Skill* is tested, its EML is reduced by FIVE times the Universal Penalty.

PHYSICAL PENALTY

Physical activities are not only hampered by Injury and Fatigue, but also by the LOAD a character carries. A character's Physical Penalty is equal to Universal Penalty *plus* Encumbrance Penalty.

Encumbrance Penalty (EP)

Encumbrance Penalty is the total weight of items carried (in pounds) divided by ENDURANCE. For example, a character wearing 60 lb of armour, with an Endurance of 12, has an Encumbrance Penalty of five (5).

Note: *Encumbrance Penalty above is only for humanoid creatures. The Encumbrance Penalty for steeds is detailed in Mounted Combat (COMBAT 21).*

Applying Physical Penalty

Physical Penalty, in effect the sum of Injury, Fatigue, and Encumbrance penalties, is applied directly to PHYSICAL attributes when they are tested. When a Physical or Combat *skill* is tested, its EML is reduced by FIVE times the Physical Penalty.

SPECIAL PENALTY

Special Penalties are assigned by the GM to reflect temporary handicaps not covered by Injury, Fatigue, and Encumbrance penalties. A character who is carrying an awkward item, or is tied/tangled in some way, may be assessed such a penalty. A Special Penalty applies as long as the conditions that bring it about. If the cause is removed, so is the penalty.

PENALTIES	
Injury Levels	2
+ Fatigue Levels	1
= Universal Penalty	**3**
+ Encumbrance	2
= Physical Penalty	**5**

PHYSICAL PENALTY (Example)

Kalgyn, a mercenary of some repute, has become involved in a battle defending a caravan. So far, he has taken two Minor wounds (M1 and M1) and therefore has a current Injury Penalty of 2.

Kalgyn has also acquired one Fatigue Level, assessed by the GM, because he ran almost a mile, with a war party of Tulwyn chasing him, to warn the caravan of their planned ambush. Fortunately, the Tulwyn also have the same fatigue penalty.

Kalgyn therefore has a Universal Penalty of 3, and would subtract 3 from any non-physical attribute such as a test against WILL. Use of any non-physical skill, such as AWARENESS, would have a penalty of 15 (five times the Universal Penalty).

Kalgyn, who has an ENDURANCE OF 14, is fighting with weapons and armour that weigh 33 pounds, and thus has an Encumbrance Penalty of 33/14, which rounds down to 2. His Universal Penalty (3) plus his Encumbrance Penalty (2) gives him a Physical Penalty of 5.

This means that Kalgyn must subtract five from MOVE, and from physical attributes when making an attribute test (such as from DEX on Fumble Rolls) and he has a penalty of 25 for all physical skills.

Fatigue Recovery

Every TEN (10) minutes of REST allows a character to remove one Fatigue Level. A good night's sleep eliminates most or all fatigue.

Special Penalty Examples

Some classes of special penalty are detailed in the Combat article. See *Hand Mode* on the WEAPON DATA table (COMBAT 3) and Tangles (COMBAT 9).

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SKILL DEVELOPMENT

At various times in the course of play, the GM decides a character has earned the chance to improve a skill. Some skills may be developed by practice/study; some require training. Execute each skill roll as follows:

Roll 1d100 + applicable Skill Base

If the sum is **greater** than current ML, increase ML by one (1); otherwise there is no increase. If several development rolls are simultaneously awarded for the same skill, they are made singly. If ML is increased, subsequent development rolls must exceed the new ML.

PRACTICE/STUDY (SMPs)

To reflect solitary practice/study, a character has 30 Skill Maintenance Points (SMPs) per game month. SMPs may NOT be accumulated from one month to another. Any SMPs unused in a month are lost. The 30 SMPs assume that, after meeting the basic requirements of living, eating, and sleeping, the character has one spare hour per day. Additional time for practice/study might be possible for those with high WILL.

EMPLOYMENT AND INSTRUCTION

Characters receive one bonus SMP for each four hours of employment by a master with a higher ML. Employment SMPs must be used at the end of the month to develop work-related skills.

A character getting personal instruction from a *teacher* (someone whose ML is at least 20 points higher) earns one bonus SMP for each hour of instruction. These SMPs must be used at the end of the month to develop the skills being taught.

EXPENDING SMPs

At the end of each month, ten (10) SMPs are expended for **each** Skill Development Roll. Monthly Skill Development Rolls may be distributed among any open skills. The skills must be feasible. Necessary tools and materials must have been unavailable.

STRESSFUL/BONUS EXPERIENCE

The GM may award *bonus* development rolls when skills are employed in dangerous or special situations. Success or failure at using the skill has no bearing. People learn at least as much from failure as from success.

Only the GM can decide what situations qualify for bonus/stress development rolls; they vary by skill and circumstance. The simplest procedure is for a PC to appeal for a development roll immediately following an attempt to use a skill. The GM assesses the learning value of the experience, accepts or rejects the appeal, and play continues. The GM may award multiple development rolls in particularly stressful or "educational" situations.

EXAMPLE: *a thief earns a stress development roll for Legerdemain by cutting a moneypurse from a victim in a crowded marketplace, but not if the victim is asleep (or dead) and there are no potential witnesses. If the victim happened to be an important personage with a guard escort, two or three development rolls would be reasonable.*

❑ Skill Decline (Optional)

Neglected (unpracticed) skills may decline A character who has not climbed mountains for years would discover the peaks to be higher than expected.

Any skill for which a Development Roll is made is automatically "protected."

One (1) SMP may be expended to "protect" a work related skill from decline (without developing it). Two (2) SMPs may be expended to protect a non-work-related skill (without developing it). Each Unprotected Skill may decline:

1d6 Roll	1	2	3	4	5	6
ML Decline	-2	-1	-1	0	0	0

No skill may decline below its OML except by aging. Native tongue is always excluded, unless the character is alone for a considerable time (years).

❑ SMP/WILL Variant

The basic monthly SMP allowance is equal to WILL x3. A character with a WILL of 11 would have 33 SMPs per month.

Combat and Magic

Special restrictions apply to the development of combat, magic, and religious skills. See SKILLS 19, *HârnMaster Magic*, and *HârnMaster Religion*.

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PHYSICAL SKILLS

Physical skills are based on physical and sensory attributes. They are all subject to *Physical Penalty* (SKILLS 6). The distances and effects given assume a skill is being tested once per minute of gametime. However, activities may be speeded up by rolling for each five minutes of activity and multiplying any distances and other effects by five. Similarly, if a physical skill is being used in a crisis situation, roll for each 10 seconds of activity and divide the effects by six.

ACROBATICS

Acrobatic Skill is tested when a character attempts a gymnastic feat that is more than a simple matter of native Agility/Dodge. These include vaults, somersaults, backflips, twisting in mid-air to land on one's feet, etc. GMs may modify EML according to the difficulty of the feat being attempted. Acrobatics may be used as a substitute for Dodge in combat. See also Climbing and Falling.

❑ **Acrobatics Variant:** Make ACROBATICS an *Automatic Skill* and eliminate DODGE altogether.

CLIMBING

Tested when a character attempts to climb a difficult obstacle. The GM assesses a climb as Easy, Hard, or Very Hard. If the character has good climbing gear (rope and grappling hook) increase EML by 10–20 points.

Success	Easy	Hard	Very Hard
CS	+30'	+20'	+10'
MS	+15'	+10'	+5'
MF	0	–5'	–10'
CF	Fall	Fall	Fall

Vertical progress is measured in feet. Negative progress indicates the character has encountered an obstacle and been forced to backtrack. A running total of vertical progress is kept to determine when the climb is complete, and the extent of any fall.

Falling: Any fall of more than five feet inflicts a blunt strike whose base Impact is 1d6 per 10 feet. Hence, a fall of 6–10 feet is 1d6, 11–20 feet is 2d6, and so on. Strike location is randomly determined, usually on the Body Zone. Various surfaces modify fall impact:

Impact	Landing Surface
–3d6	Deep Water (3 feet or more)
–2d6	Shallow Water (less than 3 feet)
–1d6	Soft Ground (mud, bog, etc.)
+0	Normal Ground (grass, earth, etc.)
+1d6	Hard Ground (paving stone, etc.)
+2d6	Rocky Ground

In a clear fall of more than 15 feet, Acrobatics or Dodge can be used to moderate the fall, by landing on one's feet rather than one's head.

Skill	CF	MF	MS	CS
Acrobatics	+1d6	•	–2d6	–3d6
Dodge	+2d6	+1d6	–1d6	–2d6

The slope of the surface may cause a falling climber to hit several times on the way down. When this occurs, the long fall is broken down into several shorter falls.

Grabbing: A character may be able to stop falling by grabbing protrusions, bushes, etc. This rarely stops the fall, but may slow it and reduce landing impact. Success is determined by testing DEX x5.

- **CS** Fall slowed—Impact Reduced by 3d6.
- **MS** Fall slowed—Impact Reduced by 2d6.
- **MF** No effect.
- **CF** Character has wrenched one or both arms, giving a Blunt Minor Injury (M1).

If a grabbing attempt reduces the impact of the fall below ZERO, the grab has succeeded. The character now hangs from the protrusion. Can it bear the character's weight, and for how long?

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❑ CONDITION

Automatic Physical Skill that indicates a character's overall state of physical well being. CONDITION SB is the same as ENDURANCE, and has an OML of SBx5.

CONDITION may be improved to a *maximum* of SBx7 with regular, strenuous exercise, provided the character is healthy.

CONDITION may also decrease to a low of SBx3 when a character does not "keep in shape".

CONDITION determines the character's resistance to physical trauma, illness, injury, etc. When divided by five it has has the same function as ENDURANCE, but can also be used directly for physical skill tests such as LIFTING and CARRYING. See: SKILLS 21.

DANCING

The ability to perform various types of dance. Specialties such as folk or erotic dancing are viable. Dancing is very important in some cultures, and can be used to enhance spellcasting (see *HârnMaster Magic*).

JUMPING

Jumping is tested when a character attempts to leap for height or distance. Results assume a running start; for standing jumps, halve heights/distances. Clearances (the distance and/or height jumped) are given as percentages of the character's height; they may be randomly varied at GM discretion.

Success	High Jump	Long Jump
CS	100%	300%
MS	75%	200%
MF	50%	100%
CF	Stumble	Stumble

LEGERDEMAIN

Legerdemain (sleight of hand) is tested when a character attempts to perform a feat of manual dexterity without being detected by observers or victims. Examples include cutting a victim's moneypurse from behind or moving shells in a shell game.

Once Legerdemain success level is determined, the victim tests AWARENESS to detect the attempt. If the victim is not paying attention, half Awareness is appropriate. If the victim's level of success is ***greater***, the legerdemain is detected. Awareness rolls should also be made for any/all potential witnesses.

SKIING

Skiing is a rare skill except among northern peoples of Lythia such as the Yarili of Ivinia. It is known by some *Odivshe* Shek-Pvar. The skill is primarily cross-country, but includes basic downhill skiing.

STEALTH

Stealth is tested when a character attempts to move without being detected. It can only be applied in situations where an observer would not automatically see the sneaker. The attempt presumes reasonable cover and/or poor light. EML is modified for distance to the target, available cover, etc. Rolling any failure indicates detection, although with MF it may be reasonable to test Awareness of potential observers.

SWIMMING

This skill may be opened at SBx1 the first time a character enters water 3 feet or more in depth, and *must* be opened if a character is in water exceeding their height. Difficulty of swimming conditions is rated on a scale from calm waters [0] to stormy waters [4] with large waves. Test SWIMMING once per minute to determine *maximum* progress. Distance (yards) per success level is found by multiplying the numbers given below by *Swimming SI:*

Success	[0]	[1]	[2]	[3]	[4]
CS	9	8	6	4	2
MS	7	6	4	2	0
MF	2	0	Sink	Sink	Sink
CF	Sink	Sink	Sink	Sink	Sink

Current: Swimming distance should allow for currents. A character who swims 48 yards per minute upriver against a current of 30 yards per minute will only travel 18 yards (1 Mile/Hour = 30 yards/minute). When swimming across a river, characters must swim partially upriver to avoid being swept downstream of their goal.

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Fatigue and Resting

A swimmer accumulates one Fatigue Level for every five minutes of swimming, but may rest by treading water. A resting swimmer rolls to see if they sink, but does not move (except with the current).

Underwater Swimming

Characters can hold their breath for Endurance x 10 seconds, but they accumulate triple fatigue and travel only half distance while underwater.

Lifesaving or Assisting

A Special Penalty of 20 is assessed when a swimmer is attempting to convey a conscious swimmer, or a special penalty of 10 for any unconscious person.

Drowning

If a character is in water deeper than their height, a Sink result implies the character spent all or most of the minute underwater. A character who spends more (consecutive) time underwater than they can hold their breath passes out, the character's lungs fill with water, they stop breathing, and the character will die in Endurance x 20 seconds unless revived.

Resuscitation

An unconscious character removed from the water may be revived with a successful 1d100 roll against a target level of 20 (or Physician ML if higher). An attempt may be made each 10 seconds until the victim regains consciousness or dies.

THROWING

THROWING TABLE	
CS	ML x 4 feet
MS	ML x 3 feet
MF	ML x 2 feet
CF	Fumble/etc.

Throwing for accuracy is covered under *Missile Combat* (COMBAT 15). When throwing for distance, an "ideal" throwing object is spherical, weighs one quarter of the thrower's Strength (in ounces) and fits comfortably in the hand. An ideal situation is one where the target is stationary and clearly visible, and the thrower has room to swing arms, good footing, and no distractions. Heavier objects reduce EML; for each doubling in weight, halve EML. Do not increase EML for lighter than ideal objects. When throwing with little/no attempt at accuracy, the Throwing table indicates the distance an ideal object carries.

COMMUNICATION SKILLS

Communication Skills deal with the understanding and expression of ideas and feelings. They are all subject to Universal Penalty (SKILLS 6).

LANGUAGES

All characters begin play with at least one *Native Tongue,* determined by birthplace. Some characters may be bilingual. The GM will tell you the name of your native tongue(s). On Hârn, it is usually Hârnic.

OML	Social Class
50+SB	Serf/Slave/Urban Poor
60+SB	Guildsman/Military
70+SB	Cleric/Nobility
80+SB	Scholar

OML for a character's native tongue is a number (determined by social class or occupation) plus Skill Base.

Languages are tested only on special occasions, such as when foreigners converse. Characters are presumed to speak their native tongues well enough to make success rolls unnecessary. The EML of a skill using language can never exceed language ML in the tongue used.

Foreign Languages/OMLs

Foreign languages may be opened in the course of play after a month of immersion and/or training. Opening a foreign language is a full-time occupation; all other skill developments are forfeit during the month.

The tables below shows the three language families spoken on/near Hârn. Living languages are shown in **boldface**. When one language of a family is known, it is easier to learn other related languages. **Orbaalese** belongs to two families. Foreign tongues of the *same* family open at SBx2, those of an *alien* family at SBx1.

JARIND FAMILY	PHARIC FAMILY	AZERI FAMILY
Altish	**Harbaalese**	Azeri
Emela	**Ivinian**	Azeryani
Hârnic	Old Trierzi	**Byrian**
Jarind	**Orbaalese**	Elbythian
Jarinese	**Palithanian**	**High Azeryani**
Old Altish	Phari	**Karejian**
Old Hârnic	Quar	Karuia
Old Jarinese	**Quarph**	**Low Azeryani**
Orbaalese	**Shorka**	**Urmech**
Yarili	**Trierzi**	

Clarity of expression and understanding is determined by *Value Enhancement* (SKILLS 20). A score under three causes confusion. Results under two indicate the character has unknowingly said or misheard something amusing or insulting. The Language Fluency table (next page) is a general guide to Language ML.

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LANGUAGE FLUENCY TABLE

01–30	**Rudimentary Grasp:** Character is able to say such things as, "Hello. Where marketplace?", but has no real understanding of sentence construction. Accent is probably awful, and misunderstandings occur with irritating regularity.
31–60	**Fair Grasp:** Character grasps basic elements of the language and, with patience by listeners, can be understood if discussing fairly simple concepts. Grammar often miscarries and misunderstandings are common. The character's accent may either amuse or annoy natives.
61–85	**Fluency:** Character understands essential language elements, and can converse fluently unless attempting to discuss advanced or abstract ideas. This is the level attained by most uneducated adult natives; but, if this is not the character's native tongue, there will still be a noticeable accent.
86+	**Mastery:** Character can pass for a local, whether or not this is the character's native tongue, and is able to convey virtually any concept expressible in the language. This is the level of mastery achieved by well-educated natives.

SCRIPTS

A script is a system for symbolizing language sounds. Most languages may be written in multiple scripts. For example, English is usually written in the *Roman* script, but it is possible to use *Cyrillic* to convey the same sounds.

Native Script

On Hârn, most scholars, clerics, guildsmen, and nobles know the locally-used script, generally Lakise. Runic is the script of the Khuzdul and Ivinians. A third script (Selenian) is used by the Sindarin. Each script is treated as a separate skill. Any Native Script is opened at 70 + SB.

Some scripts are more complex than others. For a particularly difficult script, such as Neramic (a glyphic system) the skill base or OML may be reduced.

A character either knows a script or does not know it. A new script may be opened at 70 + SB after a month of training by a teacher with minimum ML90. The student must expend 30 SMPs. Once opened, scripts may be developed with practice and/or further training; either method requires books and/or writing media.

Any written work employs a language and a script. Characters who know both may attempt to read it. If the work is clearly written and deals with simple concepts, a test is unnecessary. If the GM doubts the character's ability to accurately read the work, a skill test is made using the average of the applicable Script and Language Skills. The ideal method is for the GM to write out the work (in English) and make a success roll for each word other than "if", "a", etc. If the test fails, the word is blacked out (repetitions of the same word are not rolled for). The completed, censored version is then handed to the player. This method can, of course, be laborious and is not recommended for longer works. The GM may simply report the gist of the work based on the result of the success roll. A badly-written, faded, or damaged work is harder to read (and some key words/phrases may be illegible or even missing).

ACTING

The ability to play a role. Used to determine the success of a masquerade or dramatic performance. Acting includes the ability to disguise oneself and/or to assume a false identity. Depending on how it is achieved (GM discretion) an ML of 70+ may imply possession of a repertoire of theatrical roles and character portrayals appropriate to culture. Different styles of acting may be treated as specialties.

AWARENESS

Subliminal sensitivity to the environment. Awareness may be tested when a character says something like, "I'll look around." It also is tested if an event occurs and the GM wishes to determine who might have noticed it, or at least have noticed that something is out of place.

Awareness rolls are often made secretly by the GM. MS may give a vague feeling (hunch) that something is amiss or that all is not as it should be. Awareness tests may be made for sleeping characters at (no more than) half ML.

INTRIGUE

The ability to assess and/or act effectively within a social/political situation over a period of time. Intrigue is used as a discretionary shortcut by the GM to avoid the playing out of an information-gathering process. For example, an NPC's Intrigue might be tested when sent by a PC to gather intelligence in a town or camp.

LOVECRAFT

The ability to charm, seduce, and give erotic pleasure. Lovecraft is opened when a character first attempts to use it. It cannot normally be improved by solitary practice, although there may be books or teachers available. The skill is used to assess the success of a seduction or sexual encounter.

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MENTAL CONFLICT

A character's ability to withstand mental domination. See SKILLS 23 for more information.

MUSICIAN

Each type of musical instrument is a separate skill. Among the most common are Drum, Flute, Harp, Horn, Pipes, and Lute. The availability of musical instruments and skills depends on culture. EML is modified by instrument quality.

Use *Value Enhancement* (SKILLS 20) to assess performance quality, with 1.5 being considered fair. This skill may include the ability to read music, depending on the character's background and culture.

❑ **Reading Music:** Treat the reading and writing of music as a Script.

ORATORY

The ability to impress or persuade crowds by logic, eloquence, or charisma. This is something of a shortcut skill and highly discretionary; some players have more fun actually making speeches. The GM should always require an orating PC to define the audience; mobs may be stupider than individuals, but they cannot be persuaded to step off a cliff.

Oratory EML cannot exceed the orator's or the audience's EML in the Language being used.

RHETORIC

Rhetoric has many uses, from the apprehended thief trying to fast-talk his way out of a visit to the dungeon, to a friar explaining the mysteries of faith to a child.

All uses of Rhetoric are highly discretionary. When used to persuade people to do something not in their interest, the GM may reduce Rhetoric EML by multiples of the target's Intelligence. Conversely, if the attempt is obviously in the target's best interest, EML may be increased by the target's Intelligence.

MF/CF on any use of Rhetoric suggests the character has made a fool of himself and may have annoyed the intended target.

Rhetoric EML cannot exceed either party's EML in the Language being used.

Command

Command is a specialty of RHETORIC. It is used in situations where a character seeks to convince *subordinates* to accept the user's leadership.

Diplomacy

Diplomacy is a specialty of RHETORIC that is useful for determining if a speaker is bluffing or lying, and for communication between people of different cultures. This specialty is important to heralds and other negotiators.

Intimidation

Intimidation is a specialty of RHETORIC used to establish dominance. This is useful in muggings, assaults, and making sure everyone knows who is boss.

CS: Target is convinced the initmidator is boss and will obey **any** reasonable command.

MS: Intimidator convinces target to cease current action such as stealing or fighting.

MF: Target is unimpressed. Intimidator has shown himself to be a bully and a cad.

CF: Intimidator has made a fool of himself. Target is unimpressed and unaffected, except for possible derisive laughter.

RITUAL

Most characters know something about their own religion, at least enough to attend and participate in church services without seeming too ignorant. For this reason, Ritual is treated as an "automatic skill" with an OML of SBx1. If the character's culture, social class, or family is irreligious, then Ritual may not (GM discretion) be automatic.

There is a separate skill, with its own Skill Base, for *each* religion. Appropriate training, divine revelation, or study materials are needed to earn development rolls. Most aspects of Ritual are dealt with in *HârnMaster Religion*. Language may be a limiting factor when the skill is used to communicate with a congregation.

SINGING

A character's ability to carry a tune. *Value Enhancement* (SKILLS 20) may be used to assess the quality of a performance, 1.5 being considered fair, and higher scores ascending to virtuosity. The quality of a performance may not be appreciated.

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CRAFT/LORE SKILLS

Craft/Lore skills can only be opened with the assistance of a qualified teacher after one to six months of instruction. The average number of training months necessary to open a skill is given and during this period no other skill developments can be done. A few skills can be opened on first use.

Craft/Lore skills dependent on the accumulation of knowledge and expertise. Many include the ability to produce specific items. Some can earn a good living for their users, although many are monopolized by powerful guilds and may not be legally used to earn money except by guildmembers. They are all subject to *Universal Penalty* (SKILLS 6).

AGRICULTURE [1 Month]

The ability to grow crops. It determines the quality/quantity of crops produced. Results depend on land quality, weather, etc. Agriculture is also crop management ability, useful for running a farm or fief.

ALCHEMY [6 Months]

Used for the analysis and/or production of chemical or alchemical compounds. Alchemists devise (or otherwise acquire) recipes for their craft. Use of this skill requires access to the necessary equipment, texts, and materials.

ANIMALCRAFT [1 Month]

The ability to domesticate, breed, and train animals. Animalcraft also includes basic veterinary medicine.

Test Animalcraft when breaking or domesticating animals, and for each trick/task to be taught. The time required for various efforts is at GM discretion. More willful and older animals are harder to train, and few animals tolerate more than two hours training daily.

Each *species* of animal can be a *Specialty* (SKILLS 2). Common specialties include cattle, sheep, dogs, horses, birds, and swine. Expertise with one species might apply to closely-related species (e.g., *Horsecraft* would apply at full value if treating a unicorn).

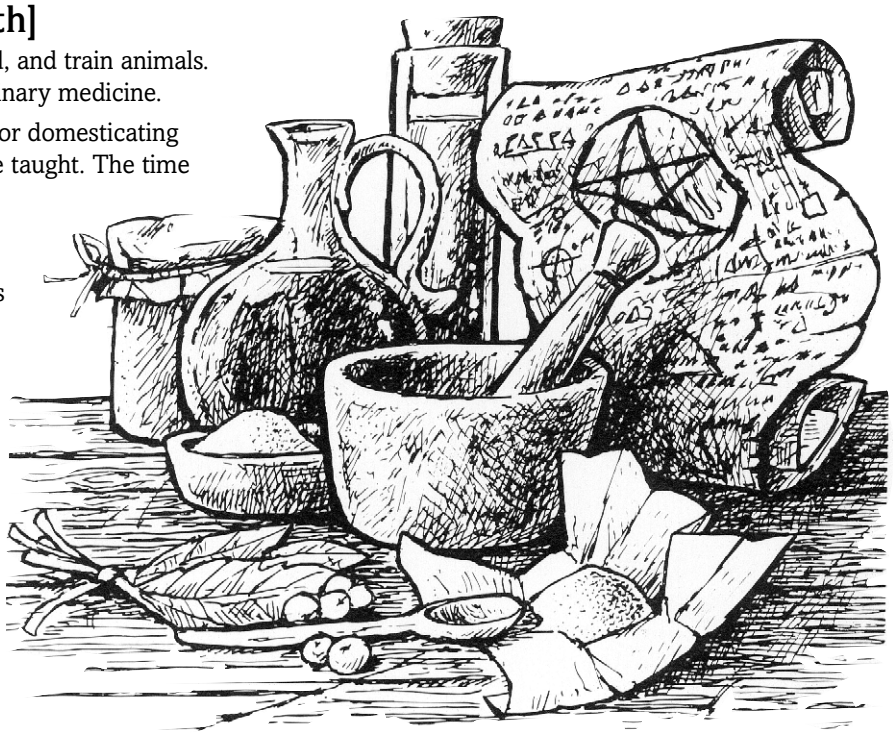
ASTROLOGY [3 Months]

The ability to chart the stars, cast horoscopes, and make predictions based on astrological knowledge. Astrology includes knowledge of astronomy. The art of using astrology to make predictions is called *Astromancy;* it may serve as an oracle or divination skill.

PCs may find it beneficial to visit an astromancer to learn the portents before undertaking a major adventure. Such efforts take several hours, at least, to prepare.

BREWING [1 Month]

The ability to prepare alcoholic and other beverages. Used to determine the quality of brewed ale, beer, cider, etc. Basic materials are necessary. Depending on cultural background, this may include the ability to make wines and spirits. Brewing for public consumption is closely controlled by the *Innkeepers Guild,* although it is legal to brew for personal use. Ales do not travel well and most inns produce their own brews.



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CERAMICS [2 Months]

Determines the quality of pottery items produced. Results are limited by the quality of materials and equipment.

COOKERY [First Use]

Determines the appeal and nutritional value of meals. Marginal Failure results in poorly-prepared and/or bad-tasting food. Critical failure *may* cause food poisoning.

DRAWING [1 Month]

The ability to produce a likeness, or to assess the artistic quality or realism of a drawing or painting. Different styles and media (such as painting, fresco, pen and ink, woodcut, etc.) may be considered specialties.

Cartography is a specialty of Drawing used to produce poetic maps. The *quality* of a map is limited by the information available to its maker. Poetic maps are more often judged by the attractiveness of the cherubs in the margins than by their accuracy. Characters with Drawing skill may be allowed to copy their memory maps in *poetic style* to sell or show to other PCs.

EMBALMING [2 Months]

Determines success when embalming a corpse against deterioration, and when preparing a corpse for burial/cremation. The skill also includes familiarity with local rituals; since journeymen embalmers need to travel widely, this can result in quite an accumulation of knowledge. Religious and/or cultural differences may be treated as specialties. Civilized cultures take great care with their dead—embalming is a sign of respect and honor, and has serious emotional and religious overtones. Most temples use master embalmers (either bonded or free) to oversee their burial rituals.

Embalming includes limited knowledge of practical Alchemy and Perfumery. Embalmers know how to make incense and soap, for example.

ENGINEERING [3 Months]

The ability to construct and maintain mills, drawbridges, siege and castle engines, and the like. This skill does not include the ability to make small, delicate mechanisms such as locks (for which see Lockcraft). Good engineers are very useful people and can earn good money in many fields. Engineering skill is not a skill monopolized by any guild—military sappers, millers/millwrights, and masons all study engineering.

BURIAL CUSTOMS

Agrikans practice ritual cremation. Ashes are scattered outdoors or interred in temple vaults, depending on the importance of the deceased to the church.

Haleans practice mummification and lay their dead in elaborate tombs surrounded by their worldly goods. However, such rites must be paid for (lavishly). Haleans are cremated if they cannot afford the rituals.

Ilvirans desire to have their mortal remains taken to Araka-Kalai, but few followers are so honored. Most Ilvirians are quietly buried. Because of their belief in reincarnation, the interment occurs at dusk and the grave is unmarked.

Laranians abhor cremation. Wealthy families encrypt their dead in family vaults or communal temple vaults. Those who cannot afford this kind of treatment like to be buried on a battlefield, preferably one where they have fought.

Morgathians are the most sophisticated tombbuilders on Lythia. They inter their dead in vast, extensive catacombs. In regions where the church is outlawed, covert temples to the Lord of the Undead have vaults where the Morgathian dead (and, it is said, undead) are laid.

Navehan clerics are rumored to eat their dead. Lay followers often practice ritual cremation, but other methods are sometimes used. The Navehans seem to have little reverence for their dead, reserving their respect for the shade of the deceased instead.

Peonianism is mainly a religion of rural folk. Burial is the common practice, and most Peonian graveyards are found adjacent to the parish church, or on a nearby hillside.

Sarajinians prefer cremation, or burial in stone crypts, a habit they probably acquired from the Khuzdul. In either case, they like a selection of their worldly goods to accompany them (it is no longer the practice for a warrior's wives and thralls to accompany him). Wealthy Ivinians like to be buried in a boat, sometimes set ablaze, sometimes placed in a stone tomb.

Save-K'norans practise cremation. Their ashes are then placed in a small urn that is buried. A riddle or puzzle which reveals the location of the urn is engraved on a small memorial plaque, which is then incorporated into some stonework within a temple or its compound. Solving the riddle may find the mortal remains, and a trinket or two to encourage the game, but this obliges the finder to mention the deceased in the finder's own "death-riddle."

Siemians do not believe in using land for graves or memorials. The Sindarin cremate their dead and scatter the ashes in a forest. The Khuzan practice is to entomb their deceased in stone; but, if this is not practical, cremation is preferred to burial in earth.

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FISHING [First Use]

Different techniques may be treated as specialties: Hook and Line, Spear-fishing, Net-fishing, etc. Some characters may want to fish with their bare hands. This is a viable fishing specialty if a character's EYESIGHT and DEXTERITY are at least 13.

Conditions are assessed by the GM depending on season and locale. Characters test their skill once per four hours of fishing with a spear, or a hook and line. The number of fish caught is generated depending on success level. If a net is used, double the number of fish caught. EML is reduced when equipment is inferior.

Conditions	CF	MF	MS	CS
Poor	•	•	1d2	2d2
Fair	•	•	1d4	2d4
Average	•	•	1d6	2d6
Good	•	•	1d8	2d8
Excellent	•	1d3	1d10	2d10

The species and weight of *each fish* caught can be generated. Three pounds of fish equal a manday of food, but do not provide a balanced diet.

	SALT WATER			FRESH WATER	
1d100	Species	Weight	1d100	Species	Weight
01-30	Cod	1d12	01-15	Bass	1d20
31-40	Eel	1d8	16-25	Perch	1d12
41-60	Herring	1d4	25-35	Pike	2d20
61-75	Mackerel	1d6	36-55	Salmon	1d12
76-95	Salmon	2d12	56-60	Sturgeon	6d20
96-99	Sturgeon	10d20	61-99	Trout	1d8
00	GM Discretion		00	GM Discretion	

Note: If maximum weight is generated, roll again and add previous weight.

FLETCHING [1 Month]

The ability to make and repair bows and arrows. Most archers are fletchers to some degree—it is, therefore, a reasonably common skill. The art of the Bowyer (bow-maker) is a viable specialty.

ARROW HEADS

FOLKLORE [First Use]

Knowledge of myths, legends, and history. This is an oral tradition in most cultures. Successful use of the skill means the character remembers information relevant to the subject being inquired about. EML is reduced if detailed or obscure information is desired.

FORAGING [First Use]

Finding (vegetarian) food in the wilderness. Tested when a character spends a watch (four hours) looking for edible plants, etc. The GM assesses conditions depending on season and locale, and uses the table (below) to determine the ***mandays*** of food found.

Conditions	CF	MF	MS	CS
Poor	•	•	1d2	2d2
Fair	•	•	1d4	2d4
Average	•	1d3	1d6	2d6
Good	•	1d4	1d8	2d8
Excellent	•	1d5	1d10	2d10

Areas near civilization are likely to be Poor/Fair. Wilderness would be classified as Average/Good. Excellent conditions exist only in tropical rainforests and special places like the Shava Forest. Season is highly relevant.

To seek *specific* plants, see HERBLORE. For hunting meat, see TRACKING.

GLASSWORKING [3 Months]

The ability to produce glassware. Appropriate tools and materials are necessary. Most people believe glassworkers use magic to create their wares. Glass is used for tableware, objects d'art, alchemical equipment, and, occasionally, for windows. It is expensive and the preserve of the wealthy. The best glass products are of elven make.

HERALDRY [1 Month]

The ability to recognize heraldic achievements, and to blazon (properly describe) arms. A character's ML may (at GM discretion) provide access to heraldic data and also be used to determine recognition of obscure achievements. Any player whose character has Heraldry skill should become familiar with the rules of Heraldry.

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HERBLORE [1 Month]

The ability to find and identify individual types of plant; an important skill for alchemists, physicians, and apothecaries. Skilled gatherers earn a reasonable living.

Herb Rarity	EML
Very Common	x 1.25
Common	x 1.00
Uncommon	x 0.75
Rare	x 0.50
Very Rare	x 0.25

When trying to find and gather *specific* plants in the natural environment, test Herblore once per watch (four hours) of searching. EML is modified according to the plant's rarity. Seeking a plant in an *inappropriate* locale should further reduce EML, perhaps to zero.

HIDEWORK [1 Month]

Determines quality of furs or hides cured, and the quality of leather goods produced. EML is modified by the quality and availability of tools and materials. Rough-curing (removing a hide from a carcass and preparing it for transport and proper tanning) can be done in the wilderness with only some crude tools. *Specialties:* leatherworker, furrier, etc.

JEWELCRAFT [2 Months]

Determines the quality of jewelry and/or fine metal work made by the character. EML depends on the complexity of the task attempted. Materials are necessary and failure can be expensive. This skill is also used to appraise gems, fine metalwork, and/or jewelry. *Specialties:* gemcutter, goldsmith, silversmith.

LAW [2 Months]

Knowledge of local law. Litigants use this skill to determine which law applies to a particular situation. Enfoeffed knights use the skill to settle tenant disputes; success indicates a fair and just decision is made. If used to prepare a writ or other legal document, the skill is averaged with the appropriate Language and Script.

LOCKCRAFT [2 Months]

The ability to analyze and pick locks. Lockcraft is tested after each one-minute attempt. Locks are rated on a complexity scale of one to nine; reduce EML by 10 times lock complexity. This may make a lock almost impossible for some lockpickers to open. The GM makes the roll *secretly* and informs the picker whether or not the lock has opened. The skill may also be used to appraise the complexity of a lock and/or to see if it is trapped.

Lockcraft is averaged with Metalcraft to construct locks and other small/complex/delicate mechanisms.

MASONRY [1 Month]

Used to analyze/construct stonework. Masons use Masonry averaged with Engineering to construct buildings, bridges, etc. Specialties include quarrying, architecture, construction, stonelaying, stonecarving, etc. This is a highly respected art and talented masons are very well paid.

MATHEMATICS [3 Months]

The ability to make calculations with numbers, keep books of account, and so on. An ML above 70 would imply some knowledge of geometry, etc. The skill is useful in many different fields.

METALCRAFT [2 Months]

Used to determine success/quality when producing commonplace metallic goods. This skill may not be used to produce jewelry, weapons, or armour. Specialties are based on types of metal: copper, iron/steel, bronze, brass, pewter, lead, tin, etc. Metalcrafters (mostly blacksmiths) are found in most settlements.

Metalcraft is averaged with Lockcraft to construct locks, secret compartments, and other small, complex, and/or delicate mechanisms. Larger machinery is usually built by millwrights (engineers).

MILLING [1 Month]

Used to determine efficiency and/or yield when milling grain, etc. Milling is primarily a way to earn money. It is usually not a very exciting activity nor a useful skill for adventurers.

HOTZ

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MINING [1 Month]

Knowledge of geology and ability at prospecting, mineworking, and ore-refining. Prospecting is a complex issue, depending on the terrain surveyed and the minerals sought. These include mythral, gold, silver, copper, tin, lead, zinc, coal, salt, iron, and a large variety of gemstones.

PERFUMERY [1 Month]

Used to determine success at inventing and producing perfumes, soap, incense, etc. Appropriate materials are necessary. Perfumers deal mainly in organic alchemy, but most know some Embalming. Many temples employ perfumers.

PHYSICIAN [First Use]

The ability to diagnose and treat medical ailments, wounds, etc. Usually the physician first tests EML to diagnose the ailment. See the PHYSICIAN article.

- ❏ **Automatic Skill:** Since most folk have a rudimentary understanding of treating wounds and simple injuries, Physician can be an Automatic Skill with OML 1.
- ❏ **Veterinary Medicine:** A physician can treat animals with a 10 point EML penalty, but Veterinary Medicine can be declared as a *Specialty* of Physician. See also *Animalcraft* skill.

PILOTING [6 Months]

The ability to navigate a ship. This skill is detailed in *Pilots' Almanac*.

RUNECRAFT [6 Months]

A popular art in regions influenced by Ivinian or Khuzan culture, this is the ability to divine, read portents, and cast fortunes by means of runestones or runic symbology. The GM secretly tests Runecraft to determine the accuracy of a reading.

SEAMANSHIP [1 Month]

Seamanship is tested when a character attempts a difficult task having to do with the handling of a ship or boat, such as setting sails in high seas. Seamanship does not include navigational skills. The applications of Seamanship are detailed in *Pilots' Almanac*.

SHIPWRIGHT [2 Months]

Used to determine how well the character constructs a ship, boat, or its fittings. The applications of this skill are dealt with in *Pilots' Almanac*.

SURVIVAL [1 Month]

The knack of surviving in the wilderness, used for outdoor activities not covered by Foraging, Tracking, or Herblore. May be used to establish the quality of a lean-to, build fires under difficult circumstances, and so on.

TAROTRY [4 Months]

The ability to use Tarot for contemplation and/or divination. The GM secretly tests Tarotry to determine the accuracy of a reading.

TEXTILECRAFT [1 Month]

Used to determine the quality of textile goods produced by the character. Task complexity, and quality and availability of tools and materials affect results. *Specialties:* embroidery, spinning, tailoring, and weaving.

TIMBERCRAFT [1 Month]

The art of selecting timber from a forest, felling trees, and rough-cutting into lumber.

TRACKING [1 Month]

The ability to detect and follow tracks. When spores are encountered, Tracking is tested to determine whether the character has detected them. Thereafter, if the tracker tries to follow a trail, additional tests are made periodically.

WEAPONCRAFT [4 Months]

The making/assessing of weapons and armour. See Combat 3 and 4.

WEATHERLORE [1 Month]

The ability to predict the weather. Characters with this skill may attempt to predict the weather once each watch. The GM predetermines the weather as necessary. The success roll is made secretly by the GM and results are given to the forecaster as follows:

Success	Weather Report
CS	Accurate report for next watch
MS	Mostly accurate report for next watch
MF	Mostly inaccurate report for next watch
CF	False report for next watch

WOODCRAFT [1 Month]

Used to determine the quality of a wooden item made by the character. Appropriate tools and materials are necessary, and the quality and complexity of an item affects the result.

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COMBAT SKILLS

Combat skills are related (primarily) to battle. They are dependent on physical attributes and are all subject to Physical Penalty (SKILLS 6). Most are weapon skills used to determine success in melee or missile combat. The applications of combat skills are dealt with in the COMBAT article. New characters may acquire weapon skills as a result of military training. After play begins, characters may open any weapon skill at the OML given on the SKILLS DATA table the first time they use an included weapon in a *combat* situation.

Development Limitations

Weapon Skills may be developed by practice/training as normal, but no weapon skill can be increased beyond ML70 except by actual combat experience. The GM awards development rolls for weapons used in combat according to the experience. More than one development roll per weapon is justified only if the character bore most of the combat, experienced a new mode of fighting, or had a particularly difficult time. A weapon used in a token or minor way deserves no Development Roll.

❏ **Experience Option:** No weapon can be developed beyond SBx5 except by combat experience. Combat experience includes tournament contests, gladiatorial combat, duels, etc.

❏ **Initiative Option:** No weapon, even with combat experience, can be developed ten (10) points higher than Initiative ML.

INITIATIVE

An *automatic* combat skill. Initiative reflects battle experience, discipline, and morale. Once opened, Development Rolls are made only for *Combat Experience*. Initiative determines the order in which characters take turns in combat (characters with higher INI move sooner). Initiative is recorded under Combat Skills on the Character Profile, and repeated on the Combat Profile for convenience.

❏ **Veteran Option:** A veteran warrior is one with an ML of 80 or more in INITIATIVE. To reflect a greater knowledge of combat and weapons, when a veteran opens a new weapon skill, it opens to OML + SB instead of OML

RIDING

Riding is used to determine the ability to ride/control a steed in combat. The skill may also be used for other difficult mounted maneuvers at GM discretion. The skill is opened at SBx1 on the first attempt to mount a steed, generally a horse.

The relationship between rider and steed is significant. Riding EML is always averaged with STEED INITIATIVE. That means, effectively, that a separate Riding skill exists for each steed. See: COMBAT 20.

UNARMED COMBAT

An *automatic* combat skill. Unarmed Combat is used to punch or kick an opponent, applying hand or foot impact to determine damage. The impact of an unarmed strike may be enhanced with items such as gauntlets, spurs, etc. The skill is also used to wrestle an opponent when grappling.

❏ **Martial Arts**: Unarmed Combat specialty is developed like any other specialty, except it may NOT be improved above **SBx5** without training by a qualified martial arts teacher. Most martial arts instructors are in fighting/clerical orders of Agrik, Larani, and Naveh. Gladiatorial schools and the Jmorvi Shek-Pvar also teach unarmed combat techniques.

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WEAPON SKILLS

AXE: The ability to use hafted, *edged* weapons. Specialties include Battleaxe, Handaxe, Hatchet, Shorkana (throwing axe), Sickle (peasant weapon), and Warhammer. Poleaxes are treated as Polearms (a separate skill).

BLOWGUN: A rare skill except among the Lia-Kavair, clergy of Naveh, and certain tribes in tropical and equatorial rainforests. No specialties exist.

BOW: The ability to use bows. Specialties include Crossbow, Hartbow (elven composite bow), Longbow, and Shortbow.

Crossbows: *The use of crossbows is not widespread in western Lythia. They are forbidden for military use by canon and secular law in all civilized realms, and carrying one may draw suspicion and harassment. Nevertheless, crossbows are employed by the Khuzdul, and some brigands. Only light (hand-pulled) crossbows exist.*

CLUB: The ability to use hafted, *clubbing* weapons. Specialties include Club, Mace, Maul, and Morningstar. Because club weapons are omni-directional, they are easier to master than axes (hence their higher OML).

DAGGER: The ability to use short-bladed weapons, mostly as secondary weapons. Specialties include Dagger, Keltan (main gauche) Knife, and Taburi (throwing knife).

WEAPON DATA: See COMBAT 3

FLAIL: The ability to use articulated (folding/bending) weapons. Centrifugal force gives them high impact, but they are difficult to use in combat, especially in close combat (hence their low OML). Specialties include Ball & Chain, Grainflail, Nachakas, and Warflail.

POLEARM: The ability to use heavy, two-handed, pole-weapons. Specialties include Lance, Glaive, Pike, and Poleaxe.

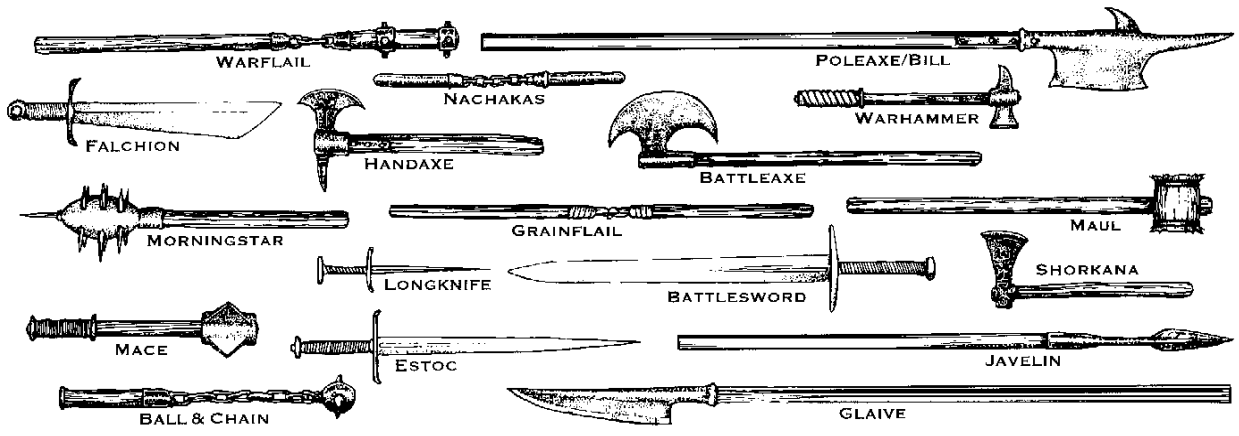
SHIELD: The ability to use shields, which are just about the only defensive weapons available. Specialties include Buckler, Kite, Knight, Roundshield, and Tower. It is often said a warrior entering combat without a shield is "as good as dead." Warriors with exceptional skill in two-handed weapons (and lots of armour) sometimes prove this dictum false.

SWORD: The ability to use swords. Specialties include individual swords such as Battlesword, Broadsword, Estoc, Shortsword, etc.

SLING: The ability to use sling-type weapons. Specialties include Sling and Staff-Sling.

SPEAR: The ability to use hafted, thrusting, and staff-type weapons. Specialties include Javelin, Spear, Staff (Quarterstaff), and Trident.

WHIP: The ability to use various types of whips. Specialties include the *Isagra* (great whip).



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ANALYSIS/APPRAISAL

Craft and Lore skills represent theoretical knowledge of a subject as well as practical ability. It is possible to appraise the value or quality of an item without actually being able to make it, or to analyze the difficulty of a task without actually performing it.

An analysis attempt may be made using an EML of SBx5 (Skill Base x 5) or ML + SB, whichever is greater. This target level may be modified according to the character's familiarity with the specific item or task. The GM then makes a *secret* roll and reports to the character an estimated value/quality with a margin of error determined by success level:

CS: 1% MS: 10% MF: 25% CF: 50%+

This kind of analysis cannot allow for sentimental or historical value, and cannot detect enchantment. Analysis of a given item may only be attempted once by the same character, although if conditions improve, such as a jeweler acquires a magnifying glass, a second attempt may be made.

VALUE ENHANCEMENT

Skills are often used to make things. All coopers can make barrels, but not always good barrels. Similarly, a master jewelcrafter combining cut gems and gold into a bracelet is attempting to enhance the value of the raw materials. Unless the raw materials are damaged or destroyed by Critical Failure, the jeweler will either increase or maintain the base value of the materials.

The Value Enhancement table (right) can be used when a craftsman attempts to produce an item from raw materials. Test a skill and cross-index the success level with the craftsman's SI. The result is the factor by which the base value is multiplied to find the new value. A Critical Failure indicates any materials that could be destroyed have been destroyed or reduced in value; indestructible materials retain their base value. Note that the marginal failures of a master craftsman may be superior to the critical successes of a novice.

The results obtained do not necessarily reflect market value. Just because an item is "worth" 10 times the value of its base materials does not mean anyone will pay this much. Some finished goods may involve several stages of enhancement. Uncut gems may be enhanced by cutting and then further enhanced by mounting in a gold-based necklace. The table may be used in other ways. It is basically a system for assessing the success of an attempt on an "absolute" numerical scale of one to 10. It could, for example, be used to determine how well a singer sings a song.

PRODUCT QUALITY

Sometimes an item's resistance to damage is more important than how much it is worth. An example of this is weaponcrafting. When a sword is made, one needs to know if it is more or less breakable than the average sword. The PRODUCT QUALITY table is used to determine this. If a weaponcrafter with an SI of 7 makes a broadsword (average WQ12) and achieves an MF on weaponcraft, the value from the table is –1. This means the broadsword's Weapon Quality would be 12 – 1 = 11.

Similar procedures can be used whenever making items that test 3d6 against their quality to determine if they are damaged.

Appraisal (Example)
Gelea, with Jewelcraft SB 13 and ML 26, attempts analysis of a ring whose true value (known only to the GM) is 100 pence. Her SBx5 = 65, and her ML + SB = 39, so her EML for the analysis attempt is 65 (the greater of the two). The GM rolls 54 (MS) for basic appraisal indicating a margin of error of plus or minus 10%, a range between 90d–110d. The GM then arbitrarily chooses a value within this range (or rolls 1d20 + 90 for random result) and reports Gelea's best estimate of the item's value is 108 pence.

Characters concerned about selling a valuable item too cheaply may seek a second opinion from another source. Purchasers generally base their offers on their own appraisal or that of a third party, **not** on the seller's estimate.

VALUE ENHANCEMENT

SI	CS	MS	MF
0	1.1	1.0	1.0
1	1.3	1.0	1.0
2	1.6	1.1	1.0
3	2.0	1.2	1.0
4	2.5	1.3	1.0
5	3.0	1.5	1.0
6	4.0	2.0	1.0
7	5.0	2.5	1.1
8	6.0	3.0	1.2
9	7.0	3.5	1.3
10	8.0	4.0	1.4
11	9.0	5.0	1.5
12	10.0	6.0	1.6

Example: A craftsman whose ML is 78 (SI = 7) works on materials worth 50 pence. If MS is achieved, the value of the finished product will be: 2.5 x 50 = 125 pence.

PRODUCT QUALITY TABLE

SI	CS	MS	MF	CF
0–2	+0	–3	–4	–4
3–4	+0	–2	–3	–4
5–6	+0	–1	–2	–3
7	+1	+0	–1	–2
8	+2	+1	+0	–1
9	+3	+2	+0	–1
10	+3	+2	+0	–1
11	+4	+4	+1	+0
12	+4	+4	+2	+1

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ATTRIBUTE TESTING

Only the GM can decide which attribute should be tested under what circumstances, but a few cases are common enough that guidelines are provided below.

Whenever possible, test an attribute as if it were a skill. Multiply the attribute by 3–7 (depending on the difficulty of the task) then tested with percentile dice like a skill. This allows the four levels of success/failure to be generated. Target Levels for physical attribute tests are subject to Physical Penalty. Target Levels for non-physical attribute tests are subject to Universal Penalty.

If the only result needed is success or failure, a simple 3d6 roll against the attribute will suffice. If the roll is equal to or less than the attribute, the test is successful. If not, the test is a failure. Physical Penalty is added to the roll if testing a physical attribute. Universal Penalty is added to the roll if testing a non-physical attribute.

CARRYING (Endurance Test)

STRENGTH is used to lift heavy loads, but ENDURANCE determines success at carrying them. Endurance tests are made *immediately* after a load is lifted (see *Lifting* below) and every 10 seconds thereafter.

Weight Carried	Test
END x 10 lb or less	END x5
END x 14 lb or less	END x4
END x 17 lb or less	END x3
END x 19 lb or less	END x2
END x 20 lb or less	END x1

CS: Carry Load at Walk Rate for one Turn
MS: Carry Load at Crawl Rate for one Turn
MF: Load is put down safely
CF: Load dropped Test DODGE to avoid limb injury from the dropped load.

A character carrying a major load cannot do much else except walk/stagger. Otherwise, the weight of the load modifies Encumbrance Penalty.

DODGE (Agility Test)

A multi-purpose, quasi-skill used to avoid falling objects, weapon and missile attacks, and other situations requiring Agility. Dodge is frequently used in combat. Dodge equals Agility x5, and is subject to Physical Penalty. Dodge may be improved by training.

FUMBLE/GROPE (Dexterity Test)

A test to determine if an item held in the hand is dropped (fumbled) or to perform a feat of manual dexterity under difficult circumstances (grope). Fumble rolls may be triggered by combat or ordered by the GM. The GM may test DEX with a 3d6 roll, or test a multiple of Dex with a 1d100 roll. Favorable modifications to the roll are justified when an object is held in both hands or is tied on (as is the case with most shields).

If an item is dropped, roll 1d10: a number 1–6 indicates the item falls in an adjacent hex (1=N, 2=NE, 3=SE, 4=S, 5=SW and 6=NW); a roll of 7–10 indicates the item has fallen in the *same* hex.

If two characters attempt to simultaneously seize the same item, or if a character tries to take an item from another character, both make grope rolls:

- If both rolls succeed, the character with the higher STR has the item.
- If one roll succeeds and the other fails, the winner has the item.
- If both rolls fail, the item is fumbled; roll 1d10 (as above) to see where the item ends up.

LIFTING (Strength Test)

Normal, healthy characters can lift Strength x 10 pounds, at least briefly, with little or no difficulty. When attempting to lift heavier loads, the table (below) is consulted. The table assumes loads can be conveniently gripped with both hands/arms. Awkward loads are more difficult. Lifting tests are subject to Physical Penalty.

Weight Lifted	Test
STR x 10 lb or less	STR x5
STR x 14 lb or less	STR x4
STR x 17 lb or less	STR x3
STR x 19 lb or less	STR x2
STR x 20 lb or less	STR x1

CS: Load is easily lifted
MS: Load is lifted (with some difficulty)
MF: Lift fails. Lifter is uninjured and may try again
CF: Lifter strains back, reflected by a Blunt Minor Injury with a healing rate of HR5.

It is possible to successfully lift a weight and then find it too heavy to hold. Once a load is lifted, an *immediate* Carrying Test is required.

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LISTENING (Hearing Test)

Most noises which occur around the typical character are so obvious that no hearing roll is necessary. Hearing is tested only when there is doubt as to whether the character will hear the noise.

Whether the character hears a noise depends on background noise. Is the character trying to listen for background noises, or is the character discussing matters with fellow colleagues? Is the overall environment quiet, or is the character already listening to something else?

Characters may "actively" listen. This requires everyone in the group to be silent. Even then, it is still possible for background noise to interfere. The following are only guidelines; the entry under "test" is the multiple of Hearing which may be tested.

NOISE	EXAMPLES	TEST
Softer	Breathing, or dripping water on the other side of a closed door	HRG x2
Soft	Whispering on the other side of a closed door; footsteps in the distance; a small animal moving in the bushes.	HRG x3
Medium	Quiet conversation on the other side of a closed door.	HRG x4
Loud	Ordinary conversation on the other side of a closed door	HRG x5
Louder	Ordinary conversation around a corner	HRG x6

Multiples of HEARING assume "active listening" with an ear pressed against a closed door, etc. If the situation is less optimal, reduce the multiple of Hearing.

The amount of information gained depends on the success level achieved by the listener. With MS, only unintelligible whispering is heard. With CS, the listener picks up a few words, perhaps the gist of a conversation.

The same general approach would be valid for detecting odor (Smell).

SHOCK ROLL (Endurance Test)

Shock rolls are made to determine if a character loses consciousness due to fatigue, pain, injury, bloodloss, poisoning, dehydration, heat exhaustion, etc.

Roll 1d6 for each point of *Universal Penalty* (Injury + Fatigue levels). If a character has one S2 injury and three Fatigue Levels, 5d6 are rolled.

If the roll does NOT exceed the character's ENDURANCE, there is no effect. If the roll *exceeds* Endurance, the character falls prone in the hex occupied (faints) and any skill, psionic talent, or spell the character was engaged in fails critically.

Unconsciousness

Fainting usually does not last very long:

- In a non-crisis situation, the character regains consciousness in 2d6 minutes.
- In a crisis/combat situation, an unconscious character rerolls the Shock Roll on each subsequent turn; if the roll does not exceed the character's ENDURANCE, the character regains consciousness. If someone attempts to revive the character (e.g., water, slapping, tonic) the chance of success may be increased.

When a character recovers consciousness, one more Shock Roll is made. If this roll exceeds the character's ENDURANCE, the character now enters **shock;** otherwise, the character functions normally.

Shock

Characters in shock display a variety of symptoms including pallor, cold sweats, weakness, nausea, thirst, and groaning. They are usually incoherent and may gaze helplessly at their injuries. Shock prevents the use of skills, spells, and psionic talents. In a combat situation, a character in shock may Rest, Walk/Crawl (at half move), or be led away; the character will *Ignore* any attacks. For information on recovery from Shock, see PHYSICIAN 3.

STUMBLE ROLL (Agility Test)

A test to determine whether a character falls down. Stumble rolls are triggered by encountering an obstruction in the course of movement, receiving a blow to a leg during combat, etc.

Procedure:

- Roll 3d6
- Add Physical Penalty to the roll
- Add any modifiers from the STUMBLE TABLE (below) to the roll.

A (modified) result *exceeding* AGILITY indicates the character falls prone. Depending on velocity, a stumbling character may land in an adjacent hex.

STUMBLE TABLE

Modifier	Condition
+1	Character Running
+2	Character Moving Backwards
+1	Poor Light
+2	Darkness
+1	Light Obstruction
+2	Heavy Obstruction

Note: Light obstructions are low bushes or furniture, prone bodies, etc. Heavy obstructions are low walls, tables, large piles of rubble, etc. Stumble Roll modifiers are cumulative.

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MENTAL CONFLICT

Mental Conflict is a skill to resolve mental or spiritual conflict and can be referred to as a "Battle of Wills." This skill is opened (OML=SBx3) when a character is first engaged in a Mental Conflict. The GM should resolve a character's **first** mental conflict in secret. Once the skill is opened, characters are always aware of an attack, even if unconscious or sleeping.

For an ethereal spirit, a living entity, or an artifact with natural personality, the skill base is AUR WIL WIL. For an artifact with an artificial personality, the skill base is equal to the artifact's EGO.

MENTAL CONFLICT TYPES

Possession

An alien spirit may possess a physical body by winning a mental conflict with the resident spirit/aura. Possession is easier if the native spirit is absent (disembodied) as an astral: reduce mental conflict EML to the percentage of resident spirit remaining in the body.

The losing spirit is evicted and suffers dissolution (see: sidebar). An evicted spirit may later attempt to repossess its own body (or another) with a mental conflict.

Ethereal Conflict

Two ethereals meet and do battle. The losing spirit suffers dissolution.

Artifact Control

A character tries to invoke a major artifact's powers and the artifact resists.

Benign Mind Linking
Not all mental linking and/or possession is hostile; some healers, for example, use mental linking as a way to diagnosis a patient's ailments.

Development Rolls
A character earns a development roll for Mental Conflict skill only after engaging, successfully or unsuccessfully, in a Mental Conflict.

EML Modifiers
In addition to current Universal Penalty, the following EML modifiers may apply to mental conflict.

–10	Unconscious/Sleeping Party
+10	Native Spirit/Aura
+10	Living Entity (versus artifact)

Dissolution
Dissolution is the scattering of a spirit's "substance". It reforms in 2d6 hours at the location of the spirit's physical body (if it has one), otherwise in a nearby location. When the process is complete, the spirit regains consciousness, has no fatigue, and may now engage in another mental conflict.

Exorcism
5th Circle ritual invocation to aid a native spirit evict a possessing alien spirit. The ritual requires frequent laying on of hands and Holy Water. The effect is to increase Mental Conflict EML. See *HârnMaster Religion*.

Native Spirit
The original spirit associated with a body at conception. Native spirits have a +10 bonus in mental conflicts.

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MENTAL CONFLICT PROCEDURE

Mental Conflict requires concentration. A penalty of 10-30 is justified for any simultaneous physical activity other than simple tasks like walking. Mental Conflict takes one Combat Round of ten (10) seconds.

[1] Determine mental conflict type: *Possession, Ethereal, Artifact Control.*

[2] Each party rolls 1d100 against Mental Conflict EML.

[3] Cross-index results on matrix (sidebar). Fatigue Levels are accumulated by the Attacker, or Defender, or Both depending on the success levels generated.

[4] The loser adds the Fatigue to existing Universal Penalty and then makes a mental shock roll against WIL/EGO. If the roll exceeds WIL/EGO, a spirit suffers dissolution, or control over an artifact is gained. Otherwise, the turn ends.

[5] The contest may be repeated (by either party) in the normal sequence of combat turns until one side wins, or chooses to depart.

Fatigue Recovery

Fatigue gained by mental conflict recovers at the normal rate, namely one Fatigue Level every ten minutes. With dissolution, fatigue recovery takes longer (2d6 hours).

Mental Conflict Range

To engage in mental conflict the Attacker must be within ML feet of the Defender. That is, with ML64, the maximum range for an Attack is 64 feet (13 hexes).

If one party is an artifact, **touch** is required, and must be maintained at all times or the mental link is broken.

Mental Conflict Example

The demon Karpek (ML86) seeks to possess the Peonian priestess Larinda (ML53). Larinda is +10 for being the native spirit (EML63). Karpek gains MS and Larinda rolls MF, resulting in D2. Larinda acquires F2 and makes a mental shock roll against her WIL. Having no other fatigue, she easily passes the roll.

Larinda (Peoni RML 78) uses her own turn to invoke Peoni's Mercy, a ritual invocation that could force the demon to depart. Her Fatigue (–10) and Circle Modifier (–20), reduces her RML to 48 and she fails this roll.

Karpek repeats the possession attempt on its next turn. This time Larinda is –10 for Fatigue and +10 for native spirit (EML53). Again she loses and gains F2. Now she must make an F4 mental shock roll and this time she fails, allowing the demon its possession.

Larinda's spirit is evicted and suffers dissolution. Her body now obeys the demon's wishes. Larinda's spirit will reform in 2d6 hours with no fatigue and she may then attempt to repossess her body (+10 for being a Native Spirit) with a mental conflict. Larinda plans to use the ritual invocation EXORCISM to aid her task.

MENTAL CONFLICT

ATTACKER \ DEFENDER	CF	MF	MS	CS
CF	B4	A1	A3	A4
MF	D1	B3	A2	A3
MS	D3	D2	B2	A1
CS	D4	D3	D1	B1

A1/A2/A3/A4: Attacker receives given number of Fatigue Levels and then makes a mental shock roll against Will.

D1/D2/D3/D4: Defender receives given number of Fatigue Levels and then makes a mental shock roll against Will.

B1/B2/B3/B4: Both combatants receive given number of Fatigue Levels and then mental shock roll against Will.

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COMBAT 1

Combat resolution is an elusive struggle to balance playability with realism. Players invest a good deal of time in their characters and ought to resent any combat system that dispatches them with arbitrary random. The *HârnMaster* combat system rewards players with a variety of tactical options, and extensive weapon and armour details, but remains highly playable. Still, the perils of mortal combat favor players who know when to fight and when to flee.

SCALE AND COMPONENTS

The *HârnMaster* combat system is compatible with 25 mm miniatures representing individual characters. The ground scale is:

1 inch = 5 feet, or

25 mm = 150 cm (1.5 meters)

The combat area and terrain are defined by the GM. The playing surface may be covered with a 25 mm (one inch) hexagonal (hex) grid. These rules assume a 25 mm hex grid is being used, although it is easy to work without one; simply read all references to *hexes* as units of five game feet (one inch on the board).

It is easiest if the miniatures are mounted on 25 mm bases, either square, round, or hexagonal in shape. Large creatures, such as horses, are mounted on larger bases. Figures are assumed to be anywhere within the hex they occupy. Two figures are engaged when they occupy adjacent hexes, or when their bases touch if a hex grid is not in play.

HârnMaster Combat

HârnMaster provides the weapon, armour, and tactical options you need to control your combat destiny. Once you are familiar with this system, it's unlikely you will ever want to return to the "three more hit points and you're dead" variety of combat.

HârnMaster combat is really a crisis resolution system. The GM may switch to the combat system whenever it seems appropriate to resolve action in Timeticks of 10 seconds.

Basic & Optional Rules

HârnMaster combat rules are modular. A basic combat system is given along with optional rules that add detail and realism. Although it's fine to browse the optional rules, please resist the temptation to add too many to play until you are comfortable with the basic rules.

Some players like their combat fast and sweet and may never enjoy the "complex" variety of optional rules; others thrive on them. *HârnMaster* combat can be customized to suit either style of roleplaying.

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COMBAT 2

COMBAT PROFILE

The *Combat Profile* is the reverse side of a *Character Profile* sheet. Although most combat data can be calculated on the fly, pre-factoring calculations ahead of time will speed up play. Some data is repeated from the Character Profile to minimize page turning in combat.

Endurance

A character's capacity to tolerate and recover from physical ordeal, injury, etc. This is partly physical and partly mental because two folk of equal strength often have different pain thresholds. Endurance is derived by *averaging* three key attributes: STRENGTH, STAMINA, AND WILL. Also see *Condition* (SKILLS 9).

Move

The number of *hexes* a character can move in one (1) Combat Turn. Move equals Agility (for Humans) and is subject to Physical Penalty.

❑ **Move Generation:** MOVE can be generated with a 3d6 roll. For *humans*, MOVE should not be more than four points from AGILITY. That is, if AGILITY is 12, MOVE can range from 08 to 16.

Dodge

The skill used to evade/dodge an attack. Dodge is equal to AGILITY x5, and is a trainable skill.

Load

The total weight of items *carried or worn*, generally clothing, armour, and weapons, but perhaps also a trinket or two. Armour and weapons are listed elsewhere on the Combat Profile, but record their total weights here. Total Load is recalculated as items are acquired or discarded. Detailed lists of items may be made on separate sheets if necessary.

Encumbrance Penalty

The effect of *Load* on a character's physical activities. It is equal to **Load ÷ Endurance,** rounded off to the nearest whole number. Record this number in the Encumbrance Penalty section of the Combat Profile.

Weapons

Weapons may be restricted by availability and social custom. Weapons are listed and rated on the WEAPON DATA table (COMBAT 3). Most characters carry two or three weapons, typically one melee weapon, one reserve weapon, and a shield. For each weapon *carried,* record its NAME, WEIGHT (WT), QUALITY (WQ), ATTACK and DEFENSE classes (A/D), IMPACT values (B/E/P), ATTACK ML (AML), and DEFENSE ML (DML). There is also room to note special features such as Missile Ranges, enchantment, etc. Record total weight of weapons under LOAD. Weapon data is described on COMBAT 3.

AML: The modified ML used in combat when ***attacking*** with a weapon. It is equal to Weapon ML plus Weapon Attack Class (WAC). The AML of a Spear (WAC 20) at ML70 is: 70+20=90.

DML: The modified ML used in combat when ***defending*** with a weapon. It is equal to Weapon ML plus Weapon Defense Class (WDC). The DML of a Spear (WDC 10) at ML70 is: 70+10=80.

Basic Principles

The *HârnMaster* combat system has several premises different from most other role-playing systems.

No Weapon Limitations

Theoretically, any character can use any weapon; nothing prevents mages or clerics from using swords. Some weapons, such as chivalric arms, may be prohibited to commoners in civilized regions, but these are social customs, not hard rules.

Skills and Combat

The combat system is skill-driven. The most important factor in combat is the skill with which characters use their weapons. Almost any character may become reasonably proficient with a few weapons, but not with all.

Armour

Armour protects its wearer once a strike has been landed. However, it reduces mobility, which makes the heavily-armoured character *easier* to strike. Armour is dealt with as individual pieces, not as general classes. An armour piece protects only the body parts it covers. Characters may, within reason, wear multiple layers on various body parts.

No Hit Points

HârnMaster does not use hit points. The game effect of injuries are expressed as *Injury Levels* which are used to penalize all physical activity and control recovery from wounds, diseases, etc. Even veteran warriors can die from one blow; be careful.

Facing

Character facing is ignored. Combat is resolved in ten-second turns, and it is assumed that at any given instant, unless physically restrained, a character will always face the most obvious threat. This not only makes sense, it also makes the game much easier to play.

❑ AML & Encumbrance

To save time in combat, characters may precalculate their Encumbrance penalty and reduce AML and DML by that penalty. That is, with AML 85, and EP3 (–15), AML can be recorded as 70.

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WEAPON	SKILL	OML	WT	WQ	A/D	HM	B	E	P	PRICE
Hand/Arm	Unarmed	SBx3	•	•	0/15	•	0	•	•	n/a
Foot/Leg/Knee	Unarmed	SBx3	•	•	5/5	•	1	•	•	n/a
Head	Unarmed	SBx3	•	•	0/0	n/a	1	•	•	n/a
Buckler	Shield	SBx3	3	12	5/15	•	1	•	(2)	24d
†Knight	Shield	SBx3	5	13	5/20	•	2	•	(3)	60d
Round	Shield	SBx3	6	13	5/20	•	2	•	(3)	42d
†Kite	Shield	SBx3	7	14	5/25	•	3	•	(3)	72d
Tower	Shield	SBx3	8	14	5/25	•	3	•	(3)	96d
#Knife	Dagger	SBx3	1	10	5/0	•	0	1	4	M/6d
Dagger	Dagger	SBx3	1	11	5/5	•	1	2	5	24d
▲Taburi	Dagger	SBx3	1	10	5/0	•	0	•	4	20d
Keltan	Dagger	SBx3	2	12	5/10	•	2	0	3	36d
Longknife (S)	Sword	SBx3	1	12	10/15	•	1	3	5	96d
Shortsword	Sword	SBx3	2	12	10/5	•	2	4	4	90d
Mankar (G)	Sword	SBx3	2	11	10/5	•	2	5	0	84d
Mang (G)	Sword	SBx3	3	11	15/10	–5	3	6	0	110d
†Broadsword	Sword	SBx3	3	12	15/10	•	3	5	3	150d
†Estoc	Sword	SBx3	3	11	15/10	•	3	0	6	150d
Falchion	Sword	SBx3	4	12	15/5	•	4	6	1	120d
†Bastard Sword	Sword	SBx3	5	12	20/10	–10	4	7	4	180d
†Battlesword	Sword	SBx3	8	13	25/10	–20	5	8	4	230d
#Stick (2ft)	Club	SBx4	2	9	5/5	•	2	•	(2)	n/a
#Club	Club	SBx4	3	9	15/5	•	4	•	(3)	W/12d
†Mace	Club	SBx4	4	11	15/5	•	6	•	•	84d
Morningstar	Club	SBx4	5	11	20/5	–10	0	•	5	48d
#Maul	Club	SBx4	7	9	20/5	–20	7	•	•	W/24d
#Sickle	Axe	SBx3	1	9	5/5	•	1	4	3	M/10d
▲Shorkana	Axe	SBx3	2	10	5/5	•	3	5	•	48d
#Hatchet	Axe	SBx3	2	9	5/5	•	3	4	•	M/12d
Handaxe	Axe	SBx3	3	11	10/5	•	4	6	(4)	72d
†Warhammer	Axe	SBx3	5	11	15/5	–5	6	•	(5)	90d
†Battleaxe	Axe	SBx3	6	12	20/10	–15	6	9	(6)	100d
*Nachakas	Flail	SBx1	1	10	15/10	•	4	•	•	12d
#Grainflail	Flail	SBx1	2	9	20/5	•	5	•	•	W/12d
†Ball & Chain	Flail	SBx1	4	12	20/10	•	8	•	(6)	60d
Warflail	Flail	SBx1	5	11	25/10	–20	9	•	(6)	60d
#Staff	Spear	SBx3	4	11	20/15	–10	4	•	•	W/36d
▲Javelin	Spear	SBx3	3	10	15/5	–10	2	•	6	48d
▲Spear (6')	Spear	SBx3	5	11	20/10	–10	4	•	7	60d
Trident	Spear	SBx3	6	12	20/15	–10	4	•	5	72d
†Lance (10')	Polearm	SBx2	8	11	25/5	–15	4	•	8	120d
Glaive/Bill (L)	Polearm	SBx2	8	11	25/10	–20	6	7	6	84d
†Jousting Pole (L)	Polearm	SBx2	8	8	25/5	–25	3	•	•	40d
†Poleaxe (10')	Polearm	SBx2	8	11	25/5	–15	6	9	6	96d
*Pike (12') (L)	Polearm	SBx2	12	12	25/5	–25	4	•	8	96d
Net	Net	SBx1	4	9	20/0	•	2	•	(1)	48d
Whip	Whip	SBx1	2	9	25/5	•	2	1	•	H/12d
*Isagra (L)	Whip	SBx1	4	11	25/5	•	3	3	•	H/20d
▲*Crossbow	Bow	SBx2	5	10	5/5	n/a	3	•	•	60d
▲Shortbow	Bow	SBx2	2	10	5/5	n/a	1	•	•	F/24d
▲Longbow	Bow	SBx2	3	11	5/5	n/a	2	•	•	F/36d
▲Hartbow (S)	Bow	SBx2	2	13	5/5	n/a	1	•	•	F/96d
▲*Blowgun	Blowgun	SBx4	1	8	5/5	n/a	1	•	•	12d
▲#Sling	Sling	SBx1	Tr	9	n/a	•	•	•	•	H/6d
▲Staff Sling	Sling	SBx1	1	10	5/0	–10	1	•	•	W/12d

WEAPON: Some weapons are restricted by region, race, and custom.

† Chivalric (noble) Weapon.

Tool/Peasant weapon.

▲ Also missile weapon. Data given here is for use as ***Melee*** weapon. Data for use as Missile weapon is given on COMBAT 16.

***** Rare Weapon (on Hârn).

(G) Gargun Weapon. **(S)** Sindarin Weapon

(L) Long Weapon. Attacks at one hex range and cannot Attack adjacent enemy.

SKILL: Combat Skill to use the weapon.

OML: Opening Mastery Level for the weapon, noted as a multiple of the character's Skill Base. See: SKILLS 2 for details.

WT: Weight of the weapon in pounds. Trace items (arrows, slingstones, etc) are presumed to weigh 0.1 pounds each.

WQ: Weapons are rated for quality. Sturdy all-metal weapons like swords have higher ratings than hafted weapons like spears. WQ is used to test if a weapon breaks in certain combat situations. Higher quality weapons cost more. See: *Price* below.

A/D: Weapons give bonuses to combat skills based on their effectiveness to attack or defend. The first number is Weapon Attack Class (WAC) and the second number is Weapon Defense Class (WDC). A Roundshield, for example, rated as 5/20, is poor for attacking, but excellent for defense.

HM: Hand Mode penalties. All weapons, except Bows and Blowguns, can be used one-handed. There is no bonus for two-handed use, but some weapons are penalized when used one-handed. Unless a character is ambidextrous, **all** weapons (except Shields) used in the secondary hand (left hand for most) ***also*** have a Hand Mode Special Penalty of 10.

B/E/P: The impact (damage) of a weapon when it strikes. Weapons may have impact ratings for two or three *Aspects:* Blunt (B), Edge (E), and Point (P). A • rating indicates the weapon does not have this Aspect. A zero (0) rating means the weapon has the Aspect, but impact is +0. Point aspects in brackets are optional; if chosen, WQ is reduced by one (1).

PRICE: The retail price for *average* quality weapons. Higher quality weapons roughly double in price for each +1 WQ. The source for weapons is a Weaponcrafter, except F (Fletcher), H (Hideworker), M (Metalsmith), or W (Woodcrafter). Characters with related craft skills can make/repair their own weapons, but rarely with WQs as high as listed.

❑ **CUSTOM WEAPONS:** Weapons may exist in a *Light* (25% less weight) or *Heavy* (25% more weight) version. Modify weapon weights and impacts for weight class and user Strength:

Strength	Light	Average	Heavy
01-05	60%	80%	100%
06-08	70%	90%	110%
09-12	80%	100%	120%
13-15	90%	110%	130%
16+	100%	120%	140%

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	ITEMS	WT	PR	COVERAGE
CLOTH	Cap	0.4	8d	Sk
	Hood	0.8	16d	Sk Nk
	Vest	2.8	56d	Sh Tx Ab
	Tunic	4.4	88d	Ua Sh Tx Ab Hp Gr
	Surcoat	5.2	104d	Sh Tx Ab Hp Gr Th
	Robe	7.8	156d	Tunic + Fo El Th Kn Ca
	Leggings	4.4	88d	Hp Gr Th Kn Ca Ft
QUILT	Cap	1.2	16d	Sk
	Cowl	2.4	32d	Sk Nk
	Tunic	13.2	176d	Ua Sh Tx Ab Hp Gr
	Gambeson	19.5	260d	Fo El Ua Sh Tx Ab Hp Gr Th
	Leggings	9.2	184d	Hp Gr Th Kn Ca Ft
LEATHER	Cap	0.8	16d	Sk
	Cowl	1.6	32d	Sk Nk
	Vest	5.6	112d	Sh Tx Ab
	Tunic	8.8	176d	Ua Sh Tx Ab Hp Gr
	Surcoat	10.4	208d	Sh Tx Ab Hp Gr Th
	Leggings	8.8	176d	Hp Gr Th Kn Ca Ft
	Shoes/2	1.2	24d	Ft
	Calf Boots/2	3.2	64d	Ca Ft
	Knee Boots/2	3.8	76d	Kn Ca Ft
	Gauntlets/2	0.8	16d	Ha
KURBUL	Halfhelm	1.0	20d	Sk
	Breastplate	3.0	60d	Ch
	Backplate	3.0	60d	Bk
	Ailettes/2	1.0	20d	Sh
	Rerebraces/2	1.5	30d	Ua
	Coudes/2	0.5	10d	El
	Vambraces/2	1.3	25d	Fo
	Kneecops/2	0.8	15d	Kn
	Greaves/2	2.5	50d	Ca
RING	Halfhelm	1.6	28d	Sk
	Vest	11.2	196d	Sh Tx Ab
	Byrnie	17.6	308d	Ua Sh Tx Ab Hp Gr
	Hauberk	26.0	455d	Fo El Ua Sh Tx Ab Hp Gr Th
	Leggings	17.6	308d	Hp Gr Th Kn Ca Ft
	Gauntlets/2	1.6	28d	Ha
MAIL	Cowl	4.0	120d	Sk Nk
	Byrnie	22.0	660d	Ua Sh Tx Ab Hp Gr
	Hauberk	32.5	975d	Fo El Ua Sh Tx Ab Hp Gr Th
	Leggings	22.0	660d	Hp Gr Th Kn Ca Ft
	Mittens/2	2.0	60d	Ha
SCALE	Vest	19.6	280d	Sh Tx Ab
	Byrnie	30.8	440d	Ua Sh Tx Ab Hp Gr
	Hauberk	45.5	650d	Fo El Ua Sh Tx Ab Hp Gr Th
PLATE	Halfhelm	3.2	100d	Sk
	3/4 Helm	5.6	175d	Sk Fa
	Great Helm	8.8	275d	Sk Fa Nk
	Breastplate	9.6	300d	Ch
	Backplate	9.6	300d	Bk
	Ailettes/2	3.2	100d	Sh
	Rerebraces/2	4.8	150d	Ua
	Coudes/2	1.6	50d	El
	Vambraces/2	4.0	125d	Fo
	Kneecops/2	2.4	75d	Kn
	Greaves/2	8.0	250d	Ca

ARMOUR TYPES

HârnMaster recognizes eight principal armour materials:

CLOTH: heavy, coarse cloth, typically buckram or serge, worn over or under other types of armour, or alone as everyday garb. Fine linen clothing offers negligible armour protection.

LEATHER: soft leather or animal hide. Worn by itself, or as a base for Ring/Scale armours.

QUILT: two layers of cloth, stuffed with wool or straw, then stitched together. It is equivalent to Fur which some animals have as natural armour.

KURBUL: Azeryani name for thick leather hardened by boiling in wax or oil to produce a lightweight, resilient leather-plate for spot protection.

RING: leather, reinforced by intermittent metal rings, strips, or studs.

MAIL: butted, coiled, or riveted metal rings, linked together. Mail is lighter and more flexible than other metal armours, but is almost useless against Blunt and Fire strikes. Quilt is usually worn under Mail.

SCALE: leather, reinforced by a continuous layer of thin, overlapping metal plates.

PLATE: rigid, continuous, steel covering. Articulated, full-plate armour does NOT exist. Plate is expensive and is used mainly for helms and spot protection.

Armour Data

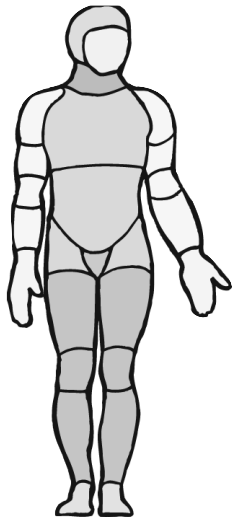
ITEMS: Cloth and Quilt items are made by clothiers, leather by hideworkers, and all other items by weaponcrafters.

WT: Armour weight (lb) for an average sized character (Size 6). See CHARACTER 6.

PR: Typical *retail* price for an item of average size and quality.

COVERAGE: Strike locations (body parts) covered by the armour piece.

Ab: Abdomen
Bk: Back (Rear Tx Ab)
Ca: Calves
Ch: Chest (Front Tx Ab)
El: Elbow
Fa: Face
Fo: Forearms
Ft: Feet
Gr: Groin
Ha: Hands
Hp: Hips
Kn: Knees
Nk: Neck
Sh: Shoulders
Sk: Skull
Th: Thighs
Tx: Thorax
Ua: Upper Arms



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ARMOUR

Armour can be defined as any article of clothing capable of reducing the damage done by weapon strikes. Even plain cloth can help to prevent a blade from cutting. Higher levels of armour protection cost significant amounts of money and the extra weight carried increases *Encumbrance*.

The nature of this trade-off between armour types tends to reflect economic and technological realities, although cultural preferences are also a determinant. Some cultures favor heavy armour, others prefer light armour, and a few consider wearing any armour to be cowardly. Climate is also a consideration; wearing heavy, padded armours in a tropical climate is simply too exhausting to be practical.

Armour Aspects

The advantages of different armours against various types of weapons only becomes apparent when Weapon and Armour Aspect are considered. Mail, for example, is good against Edge strikes, but Quilt is better against Blunt strikes, which explains why Quilt is generally worn *under* Mail. The eight principal armour types are rated for their protective value against Blunt, Edge, Point, and Fire strikes.

Body Parts

HârnMaster treats armour as discrete pieces that cover specific body parts. Only the armour worn at the body location struck is relevant.

Compound Layers

Different types of armour are usually worn in overlapping layers, such as Surcoat (cloth) over Mail over Quilt. The protective values of ***each*** layer are added together to determine total protection. Moreover, some body parts may benefit from two layers of the same material. For example, a warrior wearing a Mail hauberk and leggings, has ***double*** mail coverage for the Thigh, Groin, and Abdomen.

Players record on the *Combat Profile* the specific compound protection for the relevant body locations. See the combat tables for a table that precalculates the most common armour compounds.

Other Armour Types

A variety of other armour types work within the *HârnMaster* system. Quilt may serve as a base for Ring or Scale armour; Kurbul could be used for Scale in place of metal, and so on. It is a relatively simple matter to calculate the values for such compound forms. For example, the values of Ring made with a Quilt base (rather than Leather) can be determined by subtracting the Leather values and adding those for Quilt.

Protection & Encumbrance

Players must find a balance between the protection offered by armour and the Encumbrance penalty it brings. Mail, Scale, and Plate armours are heavy. A typical character fully equipped with mail, for example, will have a Encumbrance Penalty of 6–8 giving a significant EML penalty of 30–40.

It may be tempting to wear multiple layers of Cloth or Quilt, but this is highly encumbering and especially fatiguing on a hot day. A Special Penalty of 10–20 should be assessed for each extra layer of Cloth or Quilt (except where they naturally occur from overlapping garments).

ARMOUR PROTECTIVE VALUES

Material	Blunt	Edge	Point	Fire
Cloth	1	1	1	1
Quilt	5	3	2	4
Leather	2	4	3	3
Kurbul	4	5	4	3
***Ring**	3	6	4	3
Mail	2	8	5	1
***Scale**	5	9	4	5
Plate	6	10	6	2

* Ring & Scale *includes* Leather base.

Armour Quality

The *Armour Protective Values* table assumes *average* quality (+0) materials. Armour materials can be purchased at higher or lower qualities. The effect of these ratings (maximum +4) is to increase or decrease all protective values by the quality rating. That is, a +1 mail Hauberk has protective values of B3, E9, P6, and F2.

No armour aspect can be reduced below one (1), nor increased above double its average quality, meaning that +2 Mail would have maximum Fire protection of 2. The PRODUCT QUALITY table (SKILLS 20) can be used to determine Armour Quality.

Some Jmorvi Shek Pvar with weaponcraft skill can produce enchanted armour. Such pieces are rare and have +1 quality per *level* of enchantment.

❑ Armour Damage

When a body location covered by armour is hit by the edge or point of a weapon and a serious or grevious wound results, the armour at that location has a hole in it. If the same body location is struck again, there is a chance the blow will go through the hole and be unaffected by the armour. The chance this will happen is 50% if an edge damaged the armour, or 25% if a point damaged it. A Special Penalty due to tangling armour may be assigned at the GM's discretion.

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MOVEMENT

A character's movement rate depends on effective ***Move***, which is Agility minus Physical Penalty. There are four movement rates:

Walk: Half (Move ÷ 2)
Jog: Full Move
Run: Double (Move x 2)
Sprint: Triple (Move x 3)

Hence, a character with an Agility of 10, and a Physical Penalty of 3, has an effective Move of 7. Full-Move is therefore 7 hexes, Half-Move is 4, Double Move is 14, and Triple Move is 21. Any unrestrained, **conscious** character, regardless of physical penalty, has a *minimum* Move 1.

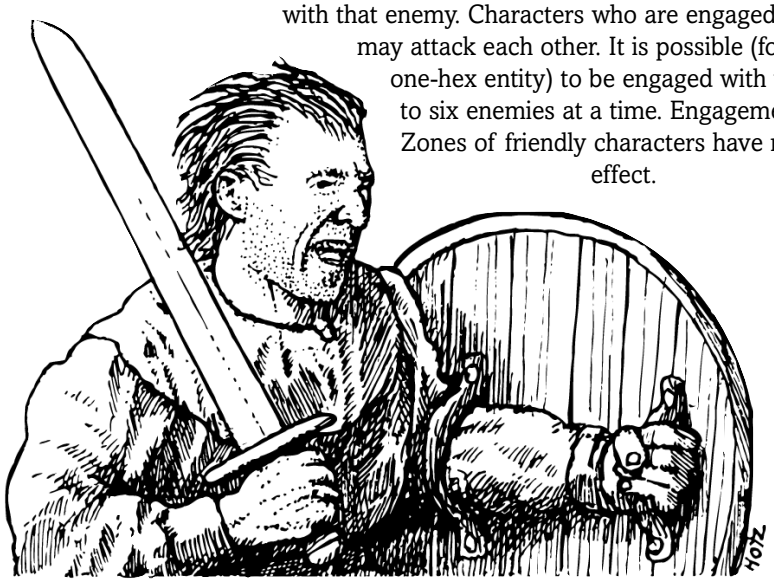
When a moving character encounters an obstacle, the GM may order a Stumble Roll (see SKILLS 22)

Engagement Zones

Because the potential exists to attack/influence entities that come within range, each character has an ***Engagement Zone*** consisting of the hex occupied and all adjacent hexes.

- Engagement Zones do not extend into hexes blocked by terrain features such as high walls or closed doors.
- The Engagement Zone of a conscious, prone character is only the hex occupied. This means a standing character is not engaged by an adjacent prone enemy, although the prone character is engaged by the standing character. Similarly, two adjacent prone characters do not engage each other.
- Unconscious characters have no Engagement Zones (not even the hex they occupy) but may constitute obstacles.
- A moving character must halt upon entering an *enemy* Engagement Zone, and may only move one hex per turn when moving *within* such zones.

Any character within an enemy Engagement Zone is ENGAGED with that enemy. Characters who are engaged may attack each other. It is possible (for a one-hex entity) to be engaged with up to six enemies at a time. Engagement Zones of friendly characters have no effect.



❑ Movement Fatigue

The GM may assess a fatigue penalty for excessive character movement.

MOVEMENT FATIGUE	
WALK	1 FL per day
JOG	1 FL per 5 mins
RUN	1 FL per 2 mins
SPRINT	1 FL per 1 min

Physical fitness and rest have a strong influence on Fatigue.

❑ Long Reach Weapons

Some weapons, such as a Pike or Isagra, are identified on the WEAPON DATA table as "long-reach". These weapons have an Engagement Zone extending two (2) hexes from the hex they occupy.

Characters entering this larger Engagement Zone must stop. They may have to defend against an attack from the long-reach weapon on its bearer's turn. Assuming a successful defense, the engaging character may then move next turn (or with a Tactical Advantage) one hex into the standard one-hex Engagement Zone and conduct a Melee Attack (as normal).

Characters with "long-reach" weapons may not use them to make weapon blocks when attacked from an adjacent hex, but can do so if attacked at long range by an enemy character also bearing a "long-reach" weapon.

❑ Reaction Zones

A Reaction Zone is an area of *potential* influence. Its function is to give unengaged characters (who are not busy with other activities) the chance to intercept enemies attempting to bypass them. A Reaction Zone extends three hexes in every direction from an *unengaged* character, except:

- Prone characters do **not** exert Reaction Zones.
- Reaction zones only include hexes into which the character can see and could move.

A character making a **Free Move** (see: Action Options) must halt upon entering an enemy Reaction Zone for the ***first*** time, but on subsequent turns the Reaction Zone of the same enemy may be ignored. They have no other effect.

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COMBAT SEQUENCE

Combat is resolved in a series of **ROUNDS**. During each Round, each character has a **TURN,** during which the character selects and executes one **ACTION OPTION**. When the Action Option is resolved, the character's Turn is over and it is the next character's Turn. When all characters have had one Turn, the Round is over.

The character with the highest **Initiative** has the first turn in each round, followed by the second highest, and so on. If characters have the same Initiative, ties are broken (for the duration of the combat) by the character with the higher *Initiative SB*, or by die roll if still tied.

ACTION OPTIONS

In a turn, a character selects and executes one *Action Option*. Some options end the turn; some trigger additional routines such as Melee Attack. If a character wishes to attempt some reasonable action not covered, the GM may resolve the attempt by testing some appropriate skill or attribute.

- **REST:** This option is available only to **unengaged** characters. The character does nothing except possibly sit or lie down. Resting characters may (within reason) attend to wounds, do minor weapon repairs, etc., and may defend normally if attacked later in the combat round.
- **PASS:** This option is available to **engaged** characters who wish to forfeit their Turn. Characters taking this option may defend normally if attacked.
- **FREE MOVE:** Only **unengaged** characters may use this option. A Free Move is made at any speed up to Double Move, but may **not** enter an enemy ***Engagement Zone.*** In the course of a Free Move, characters may (within reason) change weapons, open/close doors, pick things up, etc.
- **ENGAGE:** An **unengaged** character makes a **Half-Move** (or less) to engage an enemy character and **may** (optional) then conduct a *Melee Attack*.
- **CHARGE:** An **unengaged** character makes a **Full-Move** (or less) to engage an enemy character and **must** (not optional) then conduct a *Melee Attack*.
- **DISENGAGE:** An **engaged** character moves one (1) hex and then, if now **unengaged,** makes a **Half-Move.** This move terminates if another enemy Engagement Zone is entered, but no Melee or Missile Attack is allowed.
- **RISE:** When a character stumbles (falls prone) a Rise option must be used to get up. The action is always successful unless the character is forcibly held down, suffering from a serious or grevious wound, etc. The GM may require an AGILITY and/or STRENGTH test to resolve these situations.
- **GROPE:** Any action taken in Combat which requires manual dexterity, but is not an attack. For example, an attempt to draw or change weapons, string a bow, dispatch an unconscious person, or retrieve an item from the ground are Grope actions. A Grope is automatically successful unless the character is forcibly held down, suffering from a serious or grevious wound, currently engaged, etc. The GM may require a DEXTERITY and/or STRENGTH test to resolve these situations.

Combat Round

A round lasts 10 seconds, but this is an average and should not be taken too literally. Some rounds might last longer, some a lot less. Ultimately, it does not matter how long actions in crisis situations last. What matters is the order in which events occur—does a character get a spell cast before being struck down by the broadsword?

❑ Surprise

The first round of a battle may be a special case. Both sides do not always instigate combat at the same time. In general, only characters on the side that starts the battle should have Turns in the FIRST round. In most cases, surprise lasts only one round, and normal sequencing is applied in subsequent rounds. However, the GM may decide that one or more characters are surprised to a greater degree, or are surprised in the middle of a fight by odd tactics. This may be simulated by Special Penalties, or Initiative may be tested.

❑ Engage Initiative

Upon completion of an Engage Move, each of the newly-engaged parties tests *Initiative*. If the ***Defender*** gains a higher success level, a *Tactical Advantage* is earned, which can be used to Attack first, Disengage, etc. Otherwise, proceed normally.

❑ Combat Fatigue

Combat Fatigue is already allowed for in the *Encumbrance Penalty* and may generally be ignored.

❑ **Variant One:** The GM can assess a special Fatigue Penalty to a character who enters combat immediately after having performed some strenuous activity (e.g., a character climbs a cliff and then begins to fight with a person at the top). Generally, a character is assessed one Fatigue Level (F1) after *each* five (5) minutes of strenuous physical activity

❑ **Variant Two:** One Fatigue Level is assessed to ***all*** characters after each five (5) minutes of active combat.

GM Note: The Stamina of a character can be ignored for Fatigue since it is already accounted for when Shock rolls are made against *Endurance*.

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- **MELEE ATTACK:** an effort to strike one engaged enemy with a melee weapon. Engaged characters can move one (1) hex and then make a Melee Attack on any opponent they now engage. Melee Attacks are resolved with the *Melee Attack Sequence* (COMBAT 9).
- **MISSILE ATTACK:** This option is only available to characters equipped with missile weapons (which includes just about any throwable item). Unprepared missile weapons (unstrung, packed, etc.) must be prepared by means of a ***Grope*** (above) and cannot be used until the next turn. Attacks are resolved with the *Missile Attack Sequence* (COMBAT 15). A character has one of four options:

  [1] Load & Fire (or Fire & Load) a Bow or Blowgun.

  [2] Load a Crossbow OR fire a loaded Crossbow.

  [3] Load & Cast (or Cast & Load) a sling or staff sling.

  [4] Draw & Throw (or Throw & Draw) any throwable object.

- **GRAPPLE ATTACK:** Any attempt to grapple, hold, or wrestle with **one** engaged opponent using Unarmed Combat as a skill. The Attacker may (if possible) move one hex before attempting a Grapple. The Defender may counter with any Defense (including Grapple). The Attack is resolved as follows:

  If the grappler achieves ***any*** "Strike" result, a hold on the opponent has been gained. Each character then rolls **3d6 + Strength – Physical Penalty.** The character with the highest total (re-roll ties) is assumed to have thrown the other to the ground and wins a ***Tactical Advantage***.

- **ESOTERIC ATTACK:** This option is available to characters capable of using magic or psionics, or to those who wish to call for divine intervention. An esoteric attack may not (at GM discretion) be available to engaged characters. If an esoteric attack takes more than 10 seconds to prepare, it must be readied over several turns.

  NOTE: *the use of magic, psionics, or divine aid in combat/crisis situations is always governed by GM discretion.*

Dropping Items

Items may normally be freely discarded without resorting to a Grope. However, dropping an item which is **tied-on** requires a Grope action.

Melee Attacks with Bows

A **melee** attack with a missile weapon is always possible. A Shortbow, Hartbow, or Blowgun is treated as a stick, a Longbow as a staff, a Crossbow as a club, etc.

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MELEE ATTACK SEQUENCE

A Melee Attack is an attempt to strike an ***engaged*** opponent with a melee weapon. The character taking this Action Option is the *Attacker*, and the target as the *Defender*. The sequence has five distinct sub-phases:

[1] Attack Declaration: Attacker declares target and weapon, and (optional) aiming zone and weapon aspect.

[2] Defense Declaration: Defender chooses one of *Block, Counterstrike, Dodge,* or *Ignore*.

[3] Skill Tests: According to the preceding choices, each party determines and tests their applicable skills.

[4] Combat Results: Success levels are compared on the MELEE ATTACK table for the relevant Defense to determine if a strike is made, or if some other result occurs.

[5] Injury Determination: If one (or both) parties land a blow, generate Strike Impact and Strike Location, then reduce impact by applicable Armour Protection (if any) to get an Effective Strike Impact. If effective impact is 1+, determine the wound received on the INJURY table and resolve its effects.

[1] ATTACK DECLARATION

The Attacker describes the nature and target of the attack, declaring as necessary, each of the following:

Target Declaration

If engaged with more than one enemy, the Attacker ***must*** declare which enemy is being attacked. You may attack only ***once*** per turn, except when you win a Tactical *Advantage*. A prone enemy cannot be attacked unless all engaged *standing* enemies are also engaged by other friendly character(s).

Attack Weapon

In choosing an attack weapon, the attacker is limited to those available and readied. Hands, feet, claws, paws, hooves, horns, etc. are weapons, as is any item held by the Attacker.

Default: *If the attacker does not declare an attack weapon, it is assumed the attack is made with the weapon held in the primary hand.*

Weapon Aspect

If the attack weapon has more than one aspect (Blunt, Edge, Point) the Attacker may declare the aspect being used for the attack.

Default: *If no declaration is made, it is assumed the character is using whichever aspect has the highest Impact rating.*

Aiming Zone

The Attacker may declare one of three Aim Zones (HIGH, MID, or LOW). Aiming High or Low has a penalty (-10) in the combat roll. The GM may restrict or penalize the choice of Aiming Zone if the attacker could only reach certain target zones with the declared attack weapon. A prone attacker would find it difficult to aim High on a standing opponent.

Default: *If no declaration is made, the Attacker is assumed to be aiming for the Defender's MID zone.*

❑ Tangle Attacks

Certain weapons have the ability to tangle an opponent or the opponent's weapons. Some weapons, such as the net, are designed specifically for this purpose. Tangle attacks may be attempted with cloaks, blankets, nets, flails, whips, ropes, or other items at GM discretion.

The Attacker declares the intent to tangle (instead of strike) with a specific tangle weapon, naming target and aiming zone. If the tangle is aimed at a weapon, the Aiming Modifier is –10. A tangle attack is treated as a melee attack (or missile attack if the tangle weapon is thrown). The Defender may choose any defense option.

The attack is then resolved like other (melee or missile) attacks. If the result is a Block, the blocking weapon is tangled. If a Strike occurs, determine Strike Location. The entire zone (Head, Body, Arms, or Legs) is considered tangled. A successful tangle inflicts a Special Penalty on its victim.

–20 Head, Leg, or Weapon

–15 Arm or Body

When the tangle first occurs, the Attacker immediately gains a Tactical Advantage. Tangle penalties apply until cleared by a successful **Grope** (COMBAT 7); tangled weapons may be dropped to escape the effect of the tangle.

Weapon Aspect

Although most attacks will be made with the best (highest) aspect (and as such need not be declared) there may be situations where another weapon aspect is more suitable. For example, *Point* attacks with a battlesword may better exploit a deficiency in the opponent's armour, or avoid a Close Combat penalty.

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[2] DEFENSE DECLARATION

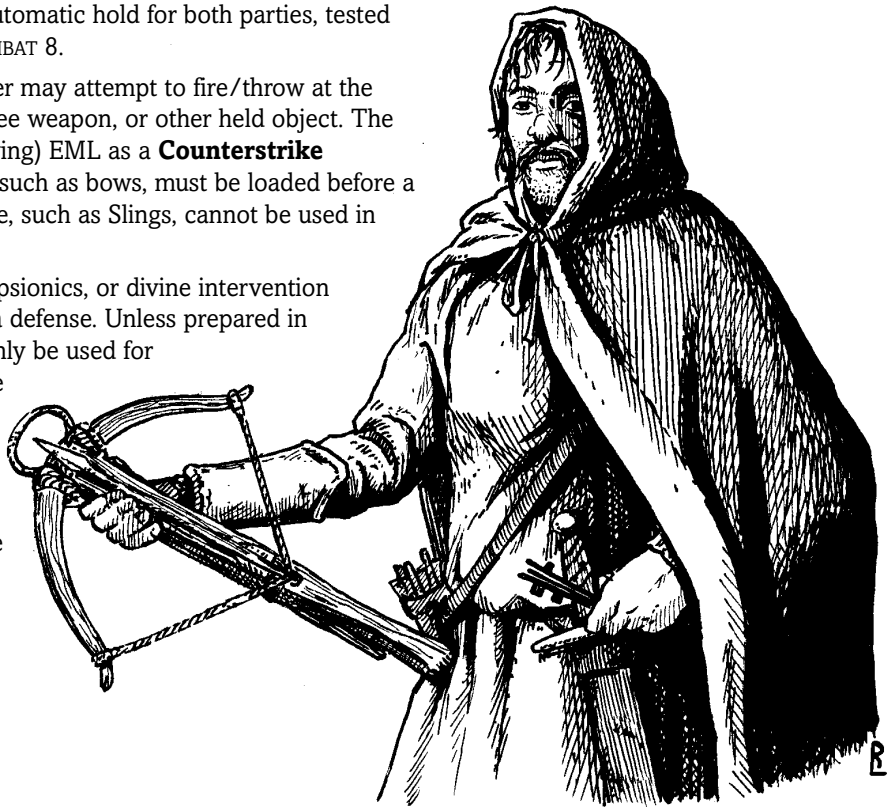
After the attack is declared, the Defender selects and declares one of the following seven defense options.

- **BLOCK:** An attempt to block or parry the attack with a declared weapon, usually a shield, although any held weapon, including a hand/arm, may be used to attempt a Block.

  Default: *If no blocking weapon is declared, the Defender is assumed to be using the weapon/shield in the Secondary hand.*

- **COUNTERSTRIKE:** The Defender attempts to strike the Attacker first, employing weapon AML rather than DML. The Defender must declare this attack just like the Attacker. Counterstrikes tend to be bloody and favor the original attacker. Simultaneous strikes (B★) may occur.
- **DODGE:** An attempt to evade the attack by ducking, jumping, etc. The Defender tests effective Dodge (Dodge ML minus five times the Physical Penalty). Acrobatics skill may be used instead of Dodge.
- **IGNORE:** This option is normally taken only by characters who are unaware of the attack. This may result from extreme surprise or from the Defender being physically incapable of defense. The Defender makes no roll. Attacker may aim High or Low with no penalty.
- **GRAPPLE DEFENSE:** An attempt to gain a hold on the Attacker and then exploit it by twisting or throwing the Attacker to the ground. The Defender tests Unarmed Combat EML as a **Counterstrike** defense, and gains a hold on the Attacker with any (D★) result. The hold may then be resolved according to the Grappling rules. A Grapple Defense against a Grapple Attack is an automatic hold for both parties, tested for Strength as normal. See: COMBAT 8.
- **MISSILE DEFENSE:** A Defender may attempt to fire/throw at the Attacker any held missile or melee weapon, or other held object. The Defender tests Missile (or Throwing) EML as a **Counterstrike** defense. Some missile weapons, such as bows, must be loaded before a Missile Defense is possible. Some, such as Slings, cannot be used in this way.
- **ESOTERIC DEFENSE:** Magic, psionics, or divine intervention may (GM discretion) constitute a defense. Unless prepared in advance, esoteric powers may only be used for defense if the casting time is one (1) second or less. The Defender tests the Esoteric EML as a **Counterstrike** defense. An Esoteric Defense that critically fails (CF) may have Misfire results that affect both Defender and Attacker.

Outnumbering Penalties
Outnumbering penalties apply ***only*** to *Defense* options.



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[3] SKILL TESTS

Once the Attacker and Defender have declared their options, each makes a 1d100 skill roll against the appropriate AML or DML, modified by whichever of the following Skill modifiers apply.

PHYSICAL PENALTY: Each party's weapon EML is made subject to Physical Penalty. That is, five times the Physical Penalty is subtracted from EML. If another physical skill, such as *Acrobatics* or *Dodge,* is being used, the skill's EML is also reduced by five times the Physical Penalty.

SPECIAL PENALTY: Each character adjusts Basic ML by whatever Special Penalties (or Bonuses) the GM deems applicable. This includes such things as *Hand Mode, Tangles, Close Mode,* etc.

AIMING: If either party has declared an Aim Zone other than MID (the default) reduce EML by ten (10). GMs may adjust Aiming Modifiers at their discretion. Weapon length and the relative size/height of the target are both relevant.

OUTNUMBERED: A character is outnumbered if ***exclusively*** engaged by two or more opponents. When counting opponents for this purpose, prone enemies are excluded, as are enemies who are themselves engaged by other friendly characters. Outnumbered characters may attack **one** opponent during their turn, but if they win a Tactical Advantage, may attack another outnumbering opponent. Outnumbered characters may defend against ***all*** attacks made on them during their opponents' turns. However, the EML for any defense (including counterattack) is ***decreased*** by ten (10) for each enemy above one. That is, a character outnumbered 3:1 subtracts 20 from EML for all defense rolls. **Outnumbering is ignored for all attacks (except counterattacks).**

PRONE: A character who is attacking (or being attacked by) a prone enemy ***increases*** EML by 20.

Skill Rolls

HârnMaster treats **both** parties in melee combat as active participants. The Attacker declares an attack, the Defender declares a defense, then both make skill rolls to determine success or failure.

The success of both parties is relative; if the Attacker gains a Critical Success, but so does the Defender, the net result will generally be of minor importance But if one character rolls a Critical Success, and the other rolls a Critical Failure, then something nasty usually happens.

Combat EMLs

The Basic ML when using a weapon is the applicable Weapon Skill. For grappling, use Unarmed Combat skill. For dodging, use Dodge (or Acrobatics) skill.

Outnumbering Modifier

Outnumbering is determined at the **instant of attack;** it can change during a round, or even during a turn.

Close Mode

Some weapons, especially **swung** weapons, are difficult to use in restricted space. A Battlesword, for example, is superior to a Shortsword when fighting outdoors; but, in a narrow passageway or crowded melee, may be at a disadvantage.

A Special Penalty of ten (10) may be assessed by the GM on the weapon with the *higher* Attack Class. Generally, any thrusting weapon (such as a Spear, or a Sword employing *Point* aspect) may ignore Close Mode modifiers. Close Mode *never* penalizes Shields.

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[4] MELEE COMBAT RESULTS

Cross-index Attacker and Defender success levels (CF, MF, MS, or CS) on the appropriate Defense Option table:

(•) MISS: The attack has failed. Turn ends.

BLOCK: The Defender's weapon has intercepted the Attacker's. Unless Weapon Damage is in play, this is equivalent to a Miss.

NOTE: *if either the attack or defense weapon is a hand, foot, etc., a successful block is treated as an* ***automatic*** *(★2) strike on the body part which did the attacking or blocking. See Optional Rules in sidebar.*

FUMBLE: The Attacker (AF), Defender (DF), or both (BF) make a Fumble Roll (SKILLS 21) for the declared attacking or defending weapon.

STUMBLE: The Attacker (AS), Defender (DS), or both (BS) make a Stumble Roll (SKILLS 22).

TACTICAL ADVANTAGE: The Attacker (ATA) or Defender (DTA) gains a Tactical Advantage (extra turn) and may immediately select and execute a bonus Action Option.

(★) STRIKE: The attacker (A★), Defender (D★), or both (B★) strikes with the declared weapon. The number after the star (★) is the number of d6 rolled to determine strike impact. Proceed to Strike Delivery.

TACTICAL ADVANTAGES

A Tactical Advantage represents a flurry of activity which happens within the turn. Characters winning a Tactical Advantage may attempt any bonus Action Option **immediately.** TAs occur when:

- Generated by the Attack Tables (ATA or DTA)
- An engaged opponent **fails** a *Shock*, *Stumble*, *Fumble*, or *Weapon Damage* roll.

No more than **one** tactical advantage may be earned per Character Turn. If a second TA is generated in the same turn, *by either party,* it is ignored and the turn ends. When opponents gain simultaneous TAs, the Turn also ends.

IMPORTANT: *Although there is a limit of one TA per Turn, a character can earn multiple TAs in the same Combat Round. One TA might be earned on a character's own turn, and one in* ***each*** *opponent's turn.*

❑ Striking Friends

A MISS result with a **swung** melee weapon has a 30% chance of striking a friend located in a hex adjacent to the target. The friendly target defends against the attack at 50% ML.

❑ Weapon Damage

A successful Block may cause damage to the weapons involved and this is an advantage to players bearing higher quality weapons.

Weapon Damage checks occur when a BLOCK is generated by the MELEE ATTACK table, or when a weapon strikes a hard object such as a stone wall. The weapon with the **lowest** WQ must check for damage first, If both weapons have equal WQs, the Attacker checks first. The second weapon checks only if the first weapon is undamaged.

A weapon damage check is made by rolling 3d6 against WQ. If the number generated exceeds WQ, the weapon is (functionally) destroyed. Destroyed weapons may turn into other types of weapon; a Spear may become a Staff or Stick; a Battlesword may become a Shortsword with no point, and so on.

NOTE: the WQ of weapons on the WEAPON DATA table is for basic "off-the-shelf" weapons. Professional soldiers arm themselves with higher quality weapons whenever possible.

❑ Partial Damage

Each time a weapon/shield survives a Weapon Damage check, reduce its WQ by one (–1) to reflect partial damage.

❑ Body Blocks (variant)

If the blocker rolls CS to achieve the block, it is parried harmlessly instead of being a strike on the blocking body part.

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[5] INJURY DETERMINATION

The following steps are taken when a strike of any type occurs:

Determine Strike Location

Roll 1d100 on the appropriate STRIKE LOCATION table. The tables have columns for three Aim Zones: High, Mid, and Low. If the striker made no Aim Zone declaration, the MID Zone is the default.

Groin strikes against female or neuter targets are treated as Hip strikes. Breakdown tables are provided for Face. This may be significant if, for example, the target has a helmet with a nose or cheek guard. Eyes are never protected against *Point* strikes, but a full helm protects them against *Edge* and *Blunt* strikes.

Generate Strike Impact

Strike Impact is determined by adding the dice roll from the combat matrix to weapon impact for the declared aspect (if any).

Effective Impact is the force actually delivered through any intervening armour. It is determined by subtracting armour protection *at the Strike Location* from Strike Impact.

The ARMOUR PROTECTION table (See: Combat Tables) gives the impact reduction offered by various materials. If multiple layers of armour are worn at the generated Strike Location, impact reduction is cumulative. The most common compound layers have been precalculated on the Combat Tables.

Armour protective values shown apply to Standard Quality (+0) materials. These values may be modified for inferior, superior, or enchanted armours.

Determine Injury

If effective impact is 1+, an injury has occurred. Cross-index the Strike Location with Effective Impact on the INJURY table to determine effects.

THE INJURY TABLE

Injury Levels (ILs)

Wounds are identified as ***Minor*** (green), ***Serious*** (yellow), ***Grievous*** (orange), or ***Mortal*** (red). They are also rated from one (1) to five (5) which is their value in Injury Levels (ILs). Thus M1 is a Minor wound (1 IL), G4 is a Grievous Wound (4 ILs) and so on.

Example: *A character is struck with an effective impact of 6 on the Skull. This gives a Serious Wound (yellow) valued at S2, meaning two injury levels.*

Injury Levels modify any attribute roll, and any skill roll with a penalty of 05 per level. That is, a character with 6 ILs has a modifier of –6 to attribute rolls and –30 (6 x 5) to skill rolls.

Recording Injuries

Each new injury, and its body part, is recorded in the injury section of the Combat Profile. For example, a S2 wound to the Skull is recorded as Skull S2. Additional wounds to the Skull are recorded on separate lines.

Strike Location

Strike location is important for two main reasons. First, only the armour worn at the location struck is relevant. Second, injury effects vary by location; a blow to the skull is more serious than a blow to the foot. The percentages allocated to body parts do **not** reflect the relative size of that part, since the head, arms, or groin are favored targets. Characters can influence Strike Location by targeting their aim high or low.

A stab in the back?

Although characters instinctively turn to face the most imminent threat, some armour only covers part of a strike location—a breastplate, for example, only covers the front of the thorax and abdomen. If it seems necessary to determine whether the front or back of a strike location is struck, it may be assumed there is a 75% chance of being struck on the front side.

Strike Impact (Example)

Sir Jasper the Unlucky achieves a A*2 (2d6) strike with a battlesword (edge impact 9). If he rolls an 8 with 2d6, his strike impact is 8 + 9 = 17.

If Jasper's sword hits a location protected by Mail, Quilt, and Cloth (AC-8) the **effective** strike impact is 17 – 8 = 9.

❑ Flammable Armour

All armour materials (except Mail and Plate) may ignite (50% chance) if struck by 13+ points of **gross** (before armour reduction) Fire Impact. If Armour is ignited, the victim takes a M1 (Cloth) or S2 (Quilt) burn injury for the next three Combat Turns, unless the fire is extinguished.

The fire may also spread (at GM discretion—this gets very nasty) to adjacent body parts. To extinguish the fire, a character needs to smother the flames by rolling on the ground, wrapping with a blanket, dousing with water, etc.

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Shock Rolls

Each time a character takes a **new** injury, roll 1d6 for each point of ***Universal Penalty*** (including the new injury). If the roll ***exceeds*** Endurance, the character is downed from trauma, bloodloss, or pain.

Example: *a character with one Fatigue Level and two minor injuries takes a S2 wound. The Universal Penalty is five (one Fatigue Level + 2 minor injuries + an S2 injury). A 5d6 roll is made. Assuming an Endurance of 12, the character is downed with a roll of 13 or more.*

Shock Effects

Characters who fail a Shock Roll are unconscious. Each ***Turn,*** an unconscious character makes a new Shock Roll (same number of dice) and recovers consciousness if/when a successful roll is made. After recovering consciousness, make one more Shock Roll. If this final Shock Roll does NOT exceed Endurance, the character is coherent and may function normally. If the final Shock Roll exceeds Endurance, the character is in *Shock,* displaying a variety of symptoms including sickly pallor, cold sweats, weakness, nausea, incoherence, or gazing helplessly at their injuries. Characters in Shock may REST, or or be led away, but can (if their injuries allow) make a half-move if they pass an ***Initiative*** test (modified for current injuries). In all cases, the only defense they can offer is IGNORE. Recovery from Shock takes awhile. See: Shock Recovery (PHYSICIAN 3).

Mortal Wounds (K)

Some wounds may be immediately fatal. Where a "K" result is noted, roll the indicated number of d6 (K4 roll 4d6). Do *not* include any additional dice for other injuries. If this roll ***exceeds*** Endurance, instant death occurs. If not, record as Grievous Wound (K4=G4) and make a normal Shock Roll.

Fatigue Penalties

Fatigue Levels plus Injury Levels determine Universal Penalty for Shock Rolls, etc. Unlike wounds, characters recover one fatigue level each ten (10) minutes of rest, but *unconscious* characters are NOT resting.

BEASTLY BLOWS

Resolve striking Wing, Tail, or Tentacle locations as follows:

Wing strikes are like elbow strikes. A Fumble is required if relevant.

Tail strikes are like calf strikes. A stumble roll is not always required.

Tentacle strikes are like forearm strikes. A Fumble is required if relevant.

Example: seven points of Blunt impact to a creature's wing causes an S2 injury, and a fumble roll if the wing is carrying something.

The same impact to the creature's tail causes an M1 injury. A stumble roll is made at GM discretion: some creatures depend on their tail for balance, at least partially. An example would be a Vlasta.

The same impact to the creature's tentacle causes an M1 injury and a fumble roll (if the tentacle was holding something).

❑ Graphic Injuries

Injuries can be described in graphic terms, such as a "crushed skull, serious slash, or grievous stab. Guidance is given at the foot of the table.

❑ Knockbacks

A character struck to the body or head zones with effective impact in ***excess*** of Strength is also knocked back one hex and makes an immediate Stumble Roll.

❑ Limb Injuries

Any **Serious** injury on the Arm/Shoulder requires a fumble roll, and one to the Leg (includes Hip) requires a stumble roll. Any **Grievous** injury to a limb is an **automatic** fumble or stumble and renders the limb unusable. A wing/tail/tentacle is rendered unusable if it receives a grevious injury.

A bipedal creature with one usable leg can crawl unaided, or rise and walk with the aid of a staff/crutch/etc. A quadruped with three good legs may rise/walk, at half effective Move. Unusable limbs become usable again when they heal to M1.

❑ Amputations (▼)

With a **Grievous Edge** strike, the body part noted may be amputated. Roll the indicated number of d6 (G4 roll 4d6). Do *not* include any additional dice for other injuries. If the result exceeds one-tenth of the victim's **weight,** the part is severed. With Amputation of a Limb, an automatic stumble or fumble occurs and the wound level is always G5. Whether Amputation occurs or not, make a normal Shock Roll.

❑ Bleeders

Each **Grievous** injury from a Blunt, Edge, or Point strike results in a ***Bleeder.*** The victim accumulates one Bloodloss Point (1 BP) each ***minute*** (even if unconscious) for **all** such wounds and may eventually bleed to death. BPs for all wounds are recorded on the Combat Profile as a single injury called Bloodloss. If total BPs **exceed** Endurance, the victim dies. Emergency treatments can be made to stem Bloodloss. **See: PHYSICIAN 3.**

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MISSILE COMBAT

The missile sequence is used when a character fires or throws a missile. Missile weapons are listed on the WEAPON DATA TABLE (COMBAT 3). All can be employed by characters on foot and (with greater difficulty) by characters mounted on a steed. As with Melee Combat, Missile Combat is also resolved by the same sequence of five sub-routines.

[1] ATTACK DECLARATION

The Attacker may fire/throw a missile at any target in ***Line of Sight.*** The missile-caster declares the Target, Missile Weapon, and Aiming Zone (High, Mid, or Low). If no aiming zone is declared, the default is MID zone.

[2] DEFENSE DECLARATION

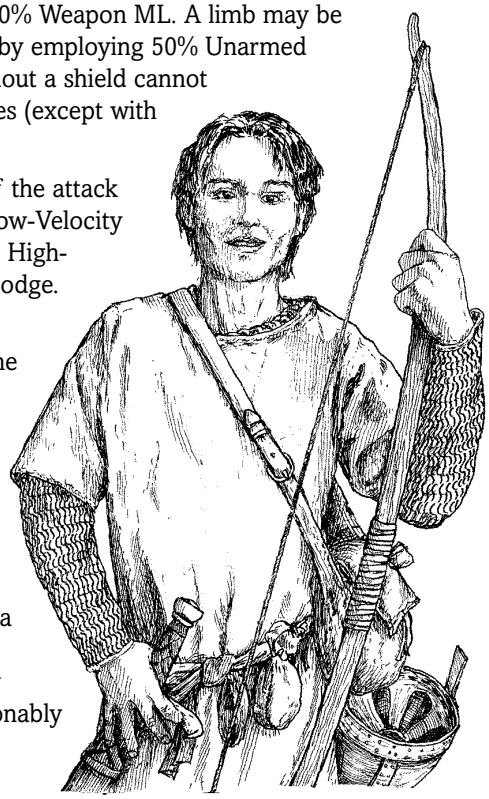
The defensive options available depend on whether the target is aware of the attack (or not) and on the *Velocity* of the missile. Arrows, quarrels, and slingstones are **High-Velocity** missiles; all others are **Low-Velocity.**

An *unengaged* target is generally considered to be ***aware*** of any attack. However, the GM may request a test of *Awareness* in conditions of poor visibility, ambush, surprise, or when the target is busy performing a task requiring concentration. Targets ***engaged*** with another enemy are generally ***unaware*** of a Missile Attack, but again an Awareness test can be made if there is doubt.

BLOCK: If the target is ***aware*** of the attack and has a shield, an attempt to block a Low or High-Velocity missile is made at Shield ML. If a target has NO SHIELD, an attempt to Block a *Low-Velocity* can be made at 50% Weapon ML. A limb may be used in lieu of a weapon by employing 50% Unarmed Combat ML. Targets without a shield cannot block *High-Velocity* missiles (except with their body!).

DODGE: A target ***aware*** of the attack can attempt to evade a Low-Velocity missile at full Dodge, or a High-Velocity missile at 50% Dodge.

IGNORE: If the target is ***unaware*** of the attack, the IGNORE defense is automatically selected. It may also be used by a brave target, aware of the attack, who wishes to impress someone (like an embalmer). This defense does not involve a Defender roll. If a strike occurs (MS/CS) the body location struck may reasonably be covered by a shield or other obstruction.



Line of Sight

If a straight line can be drawn to the target that does not pass through any part of another character's hex, and is not blocked by a physical obstacle, such as a building or higher ground, the target is in Line of Sight.

An archer may fire **over** a friendly or enemy character to hit a screened target, provided the target is further away from the obstacle than the firer is to the obstacle. That is, if the obstacle is three hexes from the firer, the target must be at least three hexes from the obstacle.

A missile may be fired at a target engaged in melee. However, a "Miss" has a 50% chance of striking a randomly-determined adjacent character.

❑ Catch Missile

The target may attempt to catch a ***Low-Velocity*** missile using 50% of Unarmed Combat ML with the BLOCK table—a successful Block is a catch. Any other result (except Wild) has a 50% chance of striking the blocking hand/arm; otherwise the missile strikes the targeted zone.

The Tale of Alberon

Once upon a time a shepherd called Alberon, was tending his flock, when a smallish dragon dropped by for lunch. The beast circled the pasture, panicking the sheep, and prepared to swoop down on a lone ewe. Alberon, a brave lad and a pretty good archer, sought to protect his flock. He jumped up to distract the beast, which rewarded his effort by swooping towards him instead. With amazing coolness, Alberon drew his bow and neatly put an arrow in the beast's eye at a mere fifty yards. As he was admiring the shot, it occurred to Alberon that this beast, while clearly as dead as a large, scaly doorknob, was still doing a pretty fair clip straight at him. Alberon had just enough time to mutter "Oops" when several thousand pounds of dragon meat landed atop him with great impact. The moral, of course, is – chivalry be damned– always shoot a swooping dragon in the back (or be ready to jump).

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[3] MISSILE SKILL TESTS

Once the attacker and defender have declared their options, each makes a 1d100 skill roll against their appropriate skills. The basic skill for firing a missile is its **AML.** Any thrown item uses *Throwing* skill, except a weapon designed to be thrown (Taburi, Shorkana, Javelin). A Shorkana is thrown with *Axe* skill, while a sword or rock uses Throwing ML.

AML is adjusted by whichever of the following modifiers apply, all of which are cumulative.

RANGE: The accuracy and impact of missile weapons depends on missile type and range. These effects are noted on the MISSILE DATA table. This table gives four (4) range classes (Short, Medium, Long, and Extreme) for each missile weapon. Each range class has a column for Range/Impact data headed by an EML modifier. Range is ***maximum*** target range in ***hexes*** for the given weapon and range class. Impact decreases with range, but is never less than 50% of maximum impact. For example, a Shortbow has:

Range	Hexes	EML	Impact
Short	01–20	+0	6
Medium	21–40	–20	5
Long	41–80	–40	4
Extreme	81–160	–80	3

For each missile weapon carried, players can record the applicable range/impact data in the *Notes* column.

Melee weapons can also be thrown at the ranges noted. This can be a nasty surprise; but, a miss might be awkward. Impact is given as a percentage of the weapon's normal impact.

PHYSICAL PENALTY: Each character subtracts Injury, Fatigue, and Encumbrance penalties from EML.

❑ ***Encumbrance Option:*** *Where a character is not particularly active, the GM may allow half (50%) Encumbrance Penalty for missile firing.*

SPECIAL PENALTY: Each character adjusts EML by whatever Special Penalties/Bonuses the GM deems applicable.

ATTACKER MOVING OR MOUNTED: Subtract 10 from EML.

AIMING ZONE: Characters can declare one of three Strike Zones (High, Mid, or Low). A penalty of ten (–10) applies for High or Low.

TARGET SIZE: The larger the target, the easier it is to hit.

Target Height>	1ft/less	2ft/less	4ft/less	6ft/less	8ft/less	16ft/less	32ft/less
Modification>	–20	–15	–10	+0	+10	+15	+20

There is no modification for man-sized creatures, unless the target offers a smaller effective target. A prone man, for example, presents a target about 2 feet tall, and a crouching man about 4 feet tall. Similar height adjustments may apply to other targets at GM discretion.

WEATHER: Wind, rain/snow, mist/fog all have an effect on missile accuracy, especially at longer ranges. The GM may assess a Special Penalty of 10 (Short), 20 (Medium), and 30 (Long) for weather conditions. Regardless of weather penalties, the GM may allow a base EML 05 chance.

Missile Data Table

Weapon	Short +0	Medium –20	Long –40	Extreme –80
Shortbow	20/6	40/5	80/4	160/3
Longbow	25/8	50/7	100/6	200/5
Hartbow	30/9	60/8	120/7	240/6
Crossbow	20/8	40/7	80/6	160/5
Blowgun	5/0	10/0	20/0	40/0
Sling	15/4	30/3	60/2	120/2
Staff Sling	25/5	50/4	100/3	200/3
•Taburi	4/4	8/3	16/2	32/2
•Shorkana	3/5	6/4	12/3	24/3
•Javelin	8/7	16/6	32/5	64/4
•Spear	6/8	12/7	24/6	48/5
Melee	2/100%	4/100%	8/50%	16/50%

•Throwing Weapons

Missile Range (Example)

The Shortbow has ranges of 20 hexes (short), 40 hexes (medium), 80 hexes (long), and 160 hexes (extreme). A target at 36 hexes (180 feet) would be a Medium range, giving an EML modifier of –20 and Impact of 5 for a strike.

❑ Restricted Missile Ranges.

Ranges for most missile weapons assume they can be fired/cast on a rising trajectory, but this may not be possible in a dense wood, narrow passageway, etc. Extreme and Long range fire in such situations should be prohibited, and Medium range fire should attract a special penalty of 10–20.

❑ Bows and Precipitation

Wet bowstrings lose their tautness and are easily ruined if the bow is strung. When rain strikes, professional archers commonly unstring their bow and keep the bowstring dry by storing it under their helmet.

If an archer does not mind risking a bowstring, a bow can be fired during a rainstorm, etc. Bowstrings have a WQ of 9. Test this WQ after each fire.

Remember: There is also a Weather penalty of 10–40 on the archer to reflect reduced visibility in rain.

❑ Bows and Air Temperature

Very cold (wooden) bows often shatter when drawn. If the air temperature is freezing, archers who attempt to fire their bow must first make a weapon damage check to see if the bow remains intact when drawn.

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[4] MISSILE COMBAT RESULTS

Each player makes a 1d100 skill roll against their EML. Results are read from the MISSILE ATTACK table (located on the combat tables).

(•) MISS: A miss, but the missile may strike a nearby target. If applicable, there is a 20% chance the missile has struck an adjacent warrior to the right (odd) or left (even). If the target is mounted, a Miss gives a 20% chance the steed is struck (or the rider if the steed is the target).

WILD: Fumble Roll for the Missile weapon. See variant in sidebar.

BLOCK: Missile strikes the Defender's blocking shield/weapon. Check for damage to the blocking weapon if struck with five (5) or more points of impact, or treat as MISS if Weapon Damage is not in play.

Note: *if the blocking weapon is a hand, foot, etc., a successful block is treated as a (★2) strike on the body part which did the blocking (usually a hand or forearm). See optional Body Blocks in sidebar.*

(M★) STRIKE: The missile strikes the target. The number after the star is the number of d6 rolled to determine Strike Impact.

[5] MISSILE STRIKE DELIVERY

Missile Strike Impact

Missile Strike Impact is Strike Impact + missile impact (remember this varies with range) reduced by Armour Protection at the Strike Location.

Missile Strike Location

Generate the Strike Location for the MID (default), HIGH, or LOW zones as appropriate.

COVER: *If the missile strikes a body part behind cover (shield, tree, wall, etc.) the strike is on the covering item and not on the target. In some cases, the missile might penetrate the covering item and still hit the target, though with lesser impact. If the covering item is a shield, treat it as plate armour for this purpose. Other covering items are handled at GM discretion.*

Missile Injury Determination

Calculate *effective* impact by subtracting Armour Protection value for the Strike Location. If the effective impact is 1+, cross-index Strike Location and Effective Impact on the INJURY table.

EXAMPLE: *Cardin scores a M*3 hit with a Longbow at Medium Range. The point impact at this range is 7. Hence, total strike impact is 3d6 + 7. Assuming the strike location is shoulder, and armour there is Leather + Cloth, the net impact is 3d6 + 7 – 4.*

AMMUNITION

Characters equipped with a Javelin or Shorkana may carry two or three (each is listed as a separate weapon). Keeping track of remaining stock is essential. Most archers carry 12–24 arrows/quarrels, an extra bow, and three bowstrings for each bow. Keeping track of the number of arrows is rarely important, but this can be done if desired. Assuming there is a plentiful supply of stones, ammo for Slings and Staff Slings can be ignored.

❑ Body Blocks (Variant)

If the blocker rolls CS to achieve the Block, the missile is redirected in a harmless direction instead of being a strike on the blocking body part.

❑ Wild Shot (Variant)

Randomly choose the nearest character (friendly or enemy) and treat the wild shot as a missile attack on that character.

❑ Zone Targeting

The **Skill Zone** routine described in SKILLS 5 can be used to give archers finer control over accuracy.

Missile EMLs (not MLs) have a Success Skill Zone equal to the lower half of EML. That is, Bow EML 80, has a Success Skill Zone of 1–40.

With any MS number outside the Skill Zone, a missile always strikes the MID Zone and with CS it always strikes the Aimed Zone. A success roll within a Skill Zone has better accuracy:

CS: the Missile strikes a specific Body Zone (Head, Arms, Torso, or Legs) rather than just High, Mid, or Low. Strike Location is generated in some convenient manner for the Body Zone within the Aim Zone.

MS: the Missile strikes the Aim Zone (same as a normal CS).

Target Shooting

Archery contests are popular at all fairs. In such contests, the target is generally set up at 100 yards range. It has a bull worth five points, then three concentric rings valued at three, two, and one point.

When shooting at such targets, scoring is handled as follows:

Normal MS:	1 point
Substantive MS:	2 points
Normal CS:	3 points
Substantive CS:	5 points (bull)

❑ Random Aspect

Arrows and quarrels always strike with the business end (usually Point). Slingstones have only Blunt aspect. Some thrown weapons, however, may strike with one of several aspects, determined by rolling 1d6.

Weapon	1	2	3	4	5	6
Taburi	B	B	P	P	P	P
Shorkana	B	B	E	E	E	E
Javelin/Spear	B	P	P	P	P	P
Other	B	B	E	E	P	P

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INITIATIVE TESTING & MORALE

A battle is a noisy, confusing, scary place. The clash of arms, shouting, screaming (often some whimpering and dull thudding) can make it difficult to hear commands and cries for help. For this reason, characters, especially NPCs, do not always do what the players want them to do.

Initiative skill includes battle experience, discipline, and morale: three ambiguous, but important, elements in any battle. All these factors are accounted for by Initiative testing which benefits characters with high Initiative and is detrimental to characters with low Initiative.

Initiative Testing is primarily intended for NPCs. Players are usually quite sensitive to their survival prospects and will act appropriately without compulsion. The GM may, however, extend the system to include all characters.

Note: *it is usually unnecessary to test Initiative during the first few rounds of a battle. This is a matter of GM discretion.*

Initiative Testing Table

Before selecting and executing an Action Option, each character tests Initiative with the following results:

CF: Character panics or freezes. This is a breakdown of morale and/or discipline. Roll 1d100 to determine specific effect(s):

01–25	**Berserk**.
26–50	**Desperate**.
51–75	**Broken**.
76–00	**Cautious**.

MF: Character is **Cautious** for this turn only (pass).

MS: Character selects and executes an Action Option normally.

CS: Character selects and executes any Action Option, with a +10 bonus to EML. If the character's current morale state is non-normal, it returns to normal.

Modifications

The most important morale consideration is a character's perception of the situation. If things look bleak, the character is more likely to behave oddly. Seeing a friend slain, or being vastly outnumbered, may make one character turn and flee, while another fights harder. The GM may apply penalties to effective Initiative according to the situation. The table is a guide.

–20	Desperate Situation
–10	Bad Situation
+0	Normal Situation
+10	Good Situation
+20	Excellent Situation

MORALE STATES

Normal: A character with normal morale behaves without constraint, selecting and executing any reasonable action option.

Cautious: A cautious character will not *Engage,* must choose *Pass* if engaged, and cannot select the *Counterstrike* defense.

Desperate: Character tries to conclude the battle, one way or the other, as soon as possible. Until the situation changes and a new Initiative Test is passed, the character selects the most aggressive option available.

Broken: The character is unable to fight in any useful way. The only available options are flight or surrender. Flight is normally preferable; surrender is a last resort. If neither is feasible, the character makes a *Rest* or *Pass* action option, but can defend if attacked except that Counterstrike is prohibited.

Berserk: This is a special state of battle frenzy. Any character who enters this mode ***must*** take the most aggressive action available for Attack or Defense, adding 20 to EML to Attack or Counterstrike. Further Initiative rolls are ignored until the battle ends.

Some characters may have a cultural heritage of berserking, or a particular reason to go berserk; their chances of doing so may be enhanced by the GM.

❑ PCs may voluntarily enter berserk mode after sufficient cause (GM discretion).

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MOUNTED COMBAT

Riding a steed into battle has profound effects on combat ability. Steed and rider are sometimes considered individually, sometimes as a unit. Each member of the team limits and enhances the other's combat ability.

STEED BREEDS

Six distinct breeds of horse can be found on Hârn.

Reksyni: a large and sturdy breed, known for rugged countenance, size, and endurance. Fearless and loyal, the Reksyni is the most popular warhorse found in feudal cultures that favor heavy and medium cavalry. They are extremely popular in Hârn.

Hacherdad: this breed originated in the evergreen hardwood forests bordering the eastern Venarian Sea. Distinguished by a long mane and tail, Hacherdads have uncanny hearing and are highly prized by nobles as mounts for hunting. Although more skittish than Reksyni, they make good warhorses unless abused.

Lankum: originating in the Quarphor region of Lythia, the Lankum are a light-boned, strong steed, popular as a palfrey or light charger. Distantly related to the Reksyni, the Lankum is lighter and faster than its cousin. Half of all Lankums are "painted horses", usually shades of brown and white.

Khanset: the "King of Horses" originated on the great plains of central Lythia. They are fearless and extremely protective of their owners, a natural disposition that has been enhanced through breeding. They are too light to easily bear the weight of a heavily armoured warrior, but are superb mounts for light cavalry and extremely popular as palfreys.

Hodiri: related to the Chelni, the Hodiri horse is taller and faster, and does not gallop with the unique hosk gait of the Chelni horse. Hodiri tribesmen use them as warhorses and they are popular with ostlers seeking to add speed and endurance to their palfreys.

Chelni: a small horse, indigenous to Hârn, bred by the Chelni to carry their warriors swiftly over rugged country. They are distinguished by a running walk, called the hosk, which can reach speeds of sixteen leagues per hour. Although strong and fast, the Chelni is too small to be a warhorse for a mounted knight.

Horse Attributes

The attributes given are for an average horse of each breed. Superior ostlers breed horses with better attributes, sometimes much better attributes. Minimum attribute score is 1, maximum is double the number given. Prices for better horses can be prohibitive. Good warhorses tend to have unfriendly dispositions to anyone but their owner. Each steed should have its own Character Profile.

Horse Intelligence

Horses have a reputation for being dumb animals, but this is untrue. Every horse has, in fact, a unique personality. They can be dumb or smart, lazy or energetic, skittish or fearless, loyal or treacherous. These traits vary by individual within the same breed, and with steeds of the same parentage.

Warhorses

The relationship between a warhorse and its rider is profound, almost telepathic in its depth of communication. The relationship takes years to forge and is not lightly undertaken. A knight found weeping on the battlefield is as likely grieving over a fallen horse as a dead comrade.

The best warhorses require extensive bonding and patient training. Horses are not seriously ridden until they are two years old, and very few are combat trained before age three. Although horses do not have the capacity for language, they can be trained to respond to verbal commands.

Several cultures breed ponies for war, notably the Chelni and Hodiri tribal nations of Hârn.

HORSE ATTRIBUTES

BREED	PR	Load	STR	STA	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	SKILLS
Reksyni	800d	320	40	12	11	16	17	20	5	8	12	60	21	36	55	Trample 55/10b, Awareness 72
Hacherdad	600d	288	36	11	11	15	20	18	4	8	10	50	19	38	55	Trample 55/9b, Awareness 72
Lankum	480d	256	32	10	12	16	18	20	4	7	11	55	18	40	60	Trample 60/8b, Awareness 72
Khanset	360d	240	30	9	13	17	19	19	5	9	12	60	17	45	65	Trample 65/8b, Awareness 72
Hodiri	450d	224	28	11	12	16	18	19	4	7	11	55	17	42	60	Trample 60/7b, Awareness 72
Chelni	420d	216	27	10	13	16	18	18	4	8	10	55	16	40	65	Trample 60/7b, Awareness 68

PRICE: Average selling price of a trained steed. Untrained yearlings would be roughly half price; superb horses could cost double.

LOAD: Weight in pounds (STR x8) the horse may carry *without* encumbrance penalty.

INI: Initiative is equal to SBx5. This assumes the Rider and Steed have trained together. Untrained steeds have an OML of SBx4.

Armour: All horses have natural armour: B4 E3 P1 F3 (except eyes).

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RIDING SKILL

The key skill in mounted combat is RIDING. This skill may be opened at SBx1 upon first mounting a Horse. It is tested whenever the rider attempts to command a steed in combat. Riding EML is **always** averaged with the Initiative EML of the steed you are riding.

EXAMPLE: *A warrior with Riding EML 80, is mounted on a steed with Initiative 58. The steed is overloaded with an Encumbrance Penalty 3 (-15) for an Initiative EML of 43. Riding EML for that horse is (80+43)/2 = 62.*

Riding skill is recorded with the name of the steed, such as Riding/Jaka 62. When a rider owns two or more steeds, *separate* Riding EMLs are recorded for each.

Physical Penalties

When mounted, a rider's FATIGUE and ENCUMBRANCE penalties are halved. The steed may have its own Physical Penalty. Both rider and steed penalties reduce Riding EML for that steed.

STEED INITIATIVE & TRAINING

Steed quality is largely measured by STEED INITIATIVE, an improvable skill, although other attributes such as Strength and Move are also important considerations when judging a horse. The principal effect of combat training is to increase Steed Initiative, but Trample ML can also be improved.

Steed combat training is undertaken by the rider. For each ten (10) hours of training, the rider gains one skill development roll in either STEED INITIATIVE, STEED TRAMPLE, or RIDING. Steed Initiative and Trample cannot be increased if they already equal or exceed Riding ML.

Steed Initiative is reduced by ten (-10) when a steed has a different rider/trainer. This becomes a *permanent* reduction if the new rider is the new owner. The loss can be recovered through training with the new owner.

Mounted Initiative

The initiative for combat of a mounted rider is **Riding EML** for that specific steed. A rider afoot or a riderless horse use their own initiatives.

STEED MOVEMENT

A steed's movement rate must be declared each round before starting to move. Effective movement is equal to its MOVE minus Steed Physical Penalty, then multiplied by its rate of speed. Horses have four rates of speed: WALK, TROT, CANTER and GALLOP. See Sidebar.

EXAMPLE: *A horse with Move 36 and Physical Penalty 2, has an effective Move of 34. This horse can Walk 17, Trot 34, Canter 68, and Gallop 102 hexes.*

Turning Restrictions

A horse can change direction without restriction when Walking. At higher rates of speed, turning restrictions apply. The distance required to make a turn depends on the speed of movement. That is, a trotting steed can only pivot one hex (60 degrees) after traversing 3 hexes. At canter speed, this would be one hex every 5 hexes. See sidebar table.

❑ Horsecraft

The skill to train and care for horses is *Horsecraft*, a specialty of Animalcraft.

AGL VOI WIL, Ula/Ara +1, OML/2

One improvement roll for *Horsecraft ML* is earned after *each* ten (10) hours of horse training. In addition, if the ten (10) hours of training is done with the **same horse,** a roll against Horsecraft EML is made to determine how *many* skill development rolls are earned to improve Steed skills.

CS 4 MS 2 MF 1 CF 0

That is with MS on the *Horsecraft* roll, the trainer gets two rolls to improve open Steed Skills:

Steed Skill SB	= Attributes	OML
Awareness SB	= Eye Hrg Sml	SBx4
Dodge SB	= Agl Agl Agl	SBx5
Initiative SB	= Agl Wil Wil	SBx4
Jumping SB	= Str Agl Agl	SBx4
Stealth SB	= Agl Hrg Wil	SBx3
Trample SB	= Agl Agl Wil	SBx3

EXAMPLE: Physical Penalties

Rider has F2, E2, and I1 penalties, and the Steed has F1 penalty. The rider penalties total 5 when afoot, but are reduced to 3 when mounted because fatigue and encumbrance are halved.

Total penalty for Rider and Steed is therefore 3+1 = 4. Riding EML is –20.

Rider skills are –15.

Steed skills are –5

STEED MOVEMENT	
Speed	**Distance**
WALK	MOV ÷2
TROT	MOV x1
CANTER	MOV x2
GALLOP	MOV x3

STEED TURNING	
Move	**60° Turn**
WALK	No Retrictions
TROT	3 hexes (15 feet)
CANTER	5 hexes (25 feet)
GALLOP	10 hexes (50 feet)

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Minimum Movement

Steeds have a *minimum* movement of one third MOVE times current speed. That is, a steed with Move 40, has a minimum movement of 40/3 = 13. If cantering it must travel 13x2 = 26 hexes. An emergency stop of half this distance may be attempted by risking a Steed Stumble roll.

Steed Load & Encumbrance

Each steed has a LOAD RATING (LR) in pounds. As long as the steed's load (including rider and gear) does NOT exceed LR, actions by the steed are not penalized. An overloaded steed is subject to an Encumbrance Penalty (EP) for the excess. Steed EP = EXCESS LOAD / END.

EXAMPLE: *given a LR of 320 and End 21, a steed carrying 360 lb (including the rider, his armour, and gear) would have an Encumbrance Penalty of 40/21 = 2. This penalty reduces base MOVE by 2, before determining speed, and gives a -10 Encumbrance Penalty to Steed Initiative.*

NOTE: *when calculating steed load, the steed normally carries about 50lb of equipment (bit & bridle, saddle, blanket, horseshoes)* ***before*** *the rider mounts.*

STEED COMMAND CHECKS

In mounted combat, a rider declares a Mounted Action Option and then makes a Steed Command check by testing Riding EML.

CS: Steed performs action. Rider has +10 to Attack ML (AML).
MS: Steed performs action.
MF: Steed performs action. Rider has -10 to AML
CF: Steed Balks. Rider Unhorsed (no roll). Check for injury.

MOUNTED ACTION OPTIONS

Every mounted Action Option requires a Steed Command check **before** it can be executed.

•PASS

This option is available to all characters who wish to forfeit their Turn. If *unengaged*, this option may include a GROPE (COMBAT 7). Riders may defend normally if attacked.

•MOUNT/DISMOUNT

Mount or dismount in *combat*. With CS, the rider gains a tactical advantage. Any failure requires an UNHORSING roll.

•MOUNTED MOVE

Only **unengaged** riders may use this option. A Mounted Move is made at any of the four speeds, but may NOT enter an enemy **Engagement Zone.** This option may include a *Grope* or *Missile Attack* (COMBAT 15)

•MOUNTED ENGAGE

An **unengaged** rider makes a WALK or TROT move to engage an enemy character, afoot or mounted, and may (optional) then conduct a *Rider Attack* or *Steed Trample*.

❑ STEED FATIGUE

Horse fatigue varies with Move Rate.

STEED FATIGUE	
WALK	None
TROT	1 FL per 5 mins
CANTER	1 FL per 2 mins
GALLOP	1 FL per 1 min

Barding

Barding (horse armour) is rare on Hârn, partly due to high cost, partly because the protection gained does not justify the encumbrance. A Thorax strike has a chance of striking the saddle and/or saddle blanket. The occasional *chanfron* (Plate covering the horse's Skull and Face (except eyes & muzzle) weight 20lb, cost 500d+) is seen on the steeds of rich knights. Some very rich knights defy convention and armour their horses as a status symbol, but rarely fight that way.

Flying Steeds

What a wonderful idea! Where can I get one? Alas, most flying creatures have enough difficulty getting themselves airborne to carry extra weight. Without a suitable magic assist, riding any flying creature, even a dragon, is a good way to stall a promising future.

❑ Momentum

Requiring a steed to halt if it fails to gain a tactical advantage assumes the steed, with a mind of its own, will slow down and stop when its path is blocked by armed, angry, screaming men.

Even so, a steed is likely to have enough momentum to advance some distance before it does stop. The easiest method is to determine emergency stop distance (one sixth current speed). A steed will advance this distance ***after*** no tactical advantage is gained. Every occupied hex the steed enters requires a trample attack. Other attacks by the Rider and opponents afoot may be possible at GM discretion. Keep in mind that all of this action is supposed to happen in one ten second combat turn. Sudden stops may require a steed Stumble roll followed by an Unhorsing roll.

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•MOUNTED CHARGE

An **unengaged** rider makes a **CANTER** or **GALLOP** move to engage an enemy afoot or mounted. The charge distance cannot be less than one half the maximum CANTER (or GALLOP) move, and must follow a straight path to engage. A Galloping charge requires a steed stumble roll.

The steed must halt when it enters an Engagement Zone, and a **mandatory Steed Trample at +20** is executed against any enemy afoot in the path of the steed. The Rider may (optional) also conduct a Rider Attack (see below). Trample and weapon impacts (for both sides) are +1d6 (Canter) and 2d6 Gallop). That is, an A★2 strike becomes A★3 on a Canter charge and A★4 on a Gallop.

Regardless of the outcome, the steed must advance one (1) hex to displace the opponent being trampled (if any). A tactical advantage must be gained from the steed trample to continue moving. Otherwise, the steed halts, which could leave the rider and steed in the middle of a somewhat hostile crowd.

•MOUNTED DISENGAGE

An **engaged** rider may wheel (turn in place), move the steed one or two hexes, and then, if now unengaged, make a WALK or TROT move.

•RIDER ATTACK

A rider may attack **one** (1) adjacent enemy, mounted or afoot. If already engaged, the steed can move one or two hexes **before** the attack is made. A Rider Attack may also occur during a MOUNTED ENGAGE or MOUNTED CHARGE. A second Rider Attack in the same combat turn requires a Rider *Tactical Advantage* (see below).

Rider attacks are resolved normally on the Melee Attack Table, using the applicable weapon AML. The GM may restrict the hexes which can be attacked by the rider according to the length of the weapon and hand used. A lance may attack ANY adjacent hex, but a 3-foot long sword or mace held in the right hand has restrictions at GM discretion.

The GM may also apply discretionary Aiming Zone modifiers for the rider and warrior afoot.

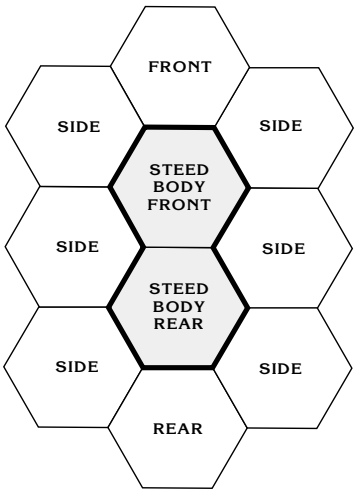
•STEED TRAMPLE

An attack by the Steed, commanded by the Rider. The Defender may be located in ANY hex adjacent to the steed – horses can wheel and kick in any direction (especially backwards) with great force. Steed Trample may be quite useful if the rider is injured, or has dropped a weapon.

A steed trample is like a Melee Attack. The steed rolls against Trample ML, modified for mounted charge (+20) and/or steed physical penalty. The Defender may use any defense, even a BLOCK. However, the defender holds the hex only if successfully trampled!

With ANY other result, the Defender must move 1 hex (5 feet) to either side, regardless of the situation, even if this means being pushed off a bridge or over a cliff. With a DTA the Defender must still move to one side and then exercise the TA.

STEED ZONES



Rider Attack: rider may command steed to move up to two (2) hexes, and/or wheel (pivot on rear hex) to any direction. If successful, the rider may then attack **any** adjacent hex with a lance. A shorter melee weapon, like a sword or mace, may only attack the three **Side** hexes *on the weapon side* because reaching over the steed and shield to attack the other side is extremely difficult (-40). A shieldless warrior may have more options at GM discretion.

Remember, a rider may use his steed as a weapon to attack (trample) an enemy afoot in any adjacent hex.

❑ Strike Fumble

Any weapon strike or shield block in a Mounted Charge requires a Fumble Roll to determine if the striking weapon is dropped. Couched lances and shields have a +2 bonus.

The Lance in Combat

Jousting combat distorts our view of employing the lance in mounted combat. Generally, lances are carried overhand to stab downwards at warriors afoot.

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TACTICAL ADVANTAGES

In mounted combat, tactical advantages are gained when the enemy successfully Dodges, or suffers a Knockback, or fails a Shock, Fumble, or Stumble roll, or a mounted opponent is unhorsed.

Up to **two (2)** tactical advantages may be gained by the **Rider** in one combat round instead of the normal limit of one. Tactical advantages gained by Steed Tramples are included in the rider's limit. It is possible for both rider and steed to each gain one TA. This exhausts the rider's limit, but each TA is resolved before the rider's turn ends.

NOTE: *Each TA allows the rider (or steed) to execute another mounted action option. A Steed Command check is required for each TA.*

OUTNUMBERING

Although the rider and steed are two entities, in combat they count as one entity for the purposes of Outnumbering.

Outnumbering penalties apply to Rider **defenses** (including counterstrikes) but not to Rider or Steed attacks.

STEED JUMPS

A horse can jump a 4 foot *high* obstacle or an 8 foot *wide* obstacle without difficulty. Steeds can also jump up to 8 feet high or 24 feet wide with successful Jump Rolls. A Jump Roll is made by testing Riding EML, modified as follows:

WALK: –10 TROT: +0 CANTER: +10 GALLOP: +20

NOTE: higher rates of speed make jumping easier, but injuries more serious if there is a stumble or unhorsing. With MF, the steed balks and the rider must make an Unhorsing roll. With CF, the steed stumbles and the rider is thrown. To avoid steed injury, test against the following target levels: Trot (75%), Canter (50%), and Gallop (25%). MF is a random injury, but CF is a broken leg.

STEED STUMBLES

Horses may have to make Stumble Rolls or jump obstacles in the course of movement or combat. Bear in mind that a significant obstacle for a man afoot may not be much of a hindrance to a 1,200lb horse. A stumble roll is made against Steed Dodge, modified for speed:

WALK: +20 TROT: +10 CANTER: +0 GALLOP: –10

With any failure the steed stumbles and unhorses its rider. CF on the stumble inflicts a random injury on the horse. The steed rises immediately (if uninjured) and may run away. See: COMBAT 24.

AFOOT VERSUS MOUNTED

A character **afoot** may attack the rider or the steed as a normal action option. Aiming Zones may be limited at GM discretion. The rider may defend normally. If the enemy afoot attacks the steed, the only defenses are rider COUNTERSTRIKE or steed DODGE. Remember, in a MOUNTED CHARGE, the strike impact of the warrior afoot is *also* increased by 1d6.

Mounted Charges
Cavalrymen do not risk their extremely valuable horses galloping over battlefields, which are usually well supplied with furrows, rabbit holes, man-made pits, and caltrops. Galloping normally occurs only on good roads. A cavalry "charge" is mostly trotting into position, with perhaps twenty to sixty yards of canter at the end.

Horses are extremely reluctant to charge into each other. Unless both steeds are separated by a short wall, they will veer apart beyond the range of most melee weapons. Charges against mounted opponents are rare except in organized tournaments (and Hollywood movies). If allowed at all, a Steed Command check against half Riding EML is justified.

❑ Remote Command
A dismounted rider may be able to command his own steed with a verbal or hand signal. Use 50% Riding EML to test effect.

❑ Polearm Defense
Steeds have great difficulty committing suicide. Faced with a wall of sharp spears or stakes they generally balk and refuse to proceed. This survival instinct can only be overcome at great risk to the rider.

The rider must make a special Steed Command Check at half Riding EML. If this passes, the steed will then attack normally. If the steed command fails, the steed makes an emergency stop, bucks, then flees. This requires a steed Stumble Roll, followed by an Unhorsing Roll at 50% Riding EML.

Attacking Steeds
Warhorses are valuable booty and can usually be ransomed or sold. Many knights consider it immoral to attack horses, although footmen about to be trampled are less reluctant.

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RIDER DEFENSES

When attacked, a mounted defender may choose any of the following defenses:

•**BLOCK:** The rider may attempt to block an attack on himself or his steed. It is not normally possible for a rider to block a strike against his steed with a weapon under three feet long.

•**DODGE:** The rider has two Dodge options in combat. (1) Dodge (duck) attacks using own Dodge skill at 50% ML. (2) Pass a Steed Command check, and then attempt a steed dodge. A successful dodge by the steed is presumed to be a successful dodge by the rider.

•**COUNTERSTRIKE:** Treat just like a rider attack, except outnumbering penalty (if any) applies.

•**GRAPPLE:** The rider leaps from his mount to wrestle with the attacker. This is effectively a Counterstrike with Unarmed Combat as a weapon/skill. With any (D*) result, it is assumed both parties are grappling (prone). If the rider fails to gain a hold he is automatically UNHORSED (MF result).

UNHORSING

An Unhorsing Roll is required when:

(1) A rider suffers any strike impact (before armour reduction) that exceeds his **STR**, or

(2) The rider suffers any injury.

NOTE: *A rider "stumble" generated by the Melee Attack table requires an Unhorsing Roll.*

Unhorsing Rolls are made against Riding EML, modified by Physical Penalty (including any injury just received).

MS/CS: rider successfully stays in the saddle. With CS, he also gains a tactical advantage.

MF/CF: rider is thrown and suffers a blunt strike (Mid Zone, armour protects). Blunt impact depends on the level of failure and the speed of the horse as per UNHORSING INJURY TABLE (sidebar). Any unused TAs are forfeit.

Riderless Horses

When a horse finds itself without a rider, it will either stand in place or wander off. Test Steed Initiative:

MS/CS: steed stays with its rider.

MF/CF: steed wanders off. With **CF**, the steed runs off in a panic.

The rate of departure for a fleeing steed is generally a canter.

UNHORSING INJURY TABLE

	Walk/Trot	Canter	Gallop
MF	•	2d6	3d6
CF	4d6	5d6	6d6
Test Riding EML (subject to UP+50% EP)			

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JOUSTING

Jousting is a formalized style of combat between two mounted contestants. The object is to charge and strike the opponent with a couched lance. It is an event seen at most Hârnic tournaments.

The rules for winning vary, but the most common set is known as the Laranian Joust. This contest is won by the first jouster to accumulate three (3) points. Breaking a jousting pole against an opponent counts as one (1) point and unhorsing an opponent counts as three (3) points. Striking any part of the saddle scores no points and striking a steed (causing injury) is automatic disqualification.

The jousters are permitted to make no more than three passes in a bout. If, after three tilts, the score remains tied, or if both knights are simultaneously unhorsed, the combatants fight on foot using (real) swords or maces. The first knight to strike his opponent three times is the winner, except strikes to the shield do not count.

Jousting Poles

Jousts of peace require the use of jousting poles, which are a specialty of polearm. These are listed on the Weapon Data Table (COMBAT 3). Compared to a regular Lance, Jousting Poles are much longer (typically 15 feet), more fragile (they are intended to break on impact), and the tip is padded or fitted with a coronel to prevent the weapon from piercing armour. The price (40d) assumes the jousting pole is painted and fitted with a coronel and vamplate. A plain wooden jousting pole costs only 24d.

At Laranian tournaments jousting poles are fitted with a flared metal vamplate to protect (B6 E10 P6 F2) the right hand.

Jousting Armour

Jousters wear the same armour in the Joust as they would in war – only more if possible. While there is nothing in the way of specialized armour for the Joust, most participants wear great helms and additional protection to the torso, such as a Kurbul breastplate.

At most tournaments, jousters are *required* to wear a linen surcoat showing their heraldic device.

Some jousters, particularly the wealthy ones, attempt to stand out by wearing (sometimes outlandish) crests on their helms and ailettes on their shoulders displaying their heraldry.

Knights may also cover their steeds with a *caparison* that displays heraldic colors and device. Caparisons typically weigh about 30lb and cost at least 240d, often a lot more depending on materials and design.

Affairs of Honor

Jousting is used to settle affairs of honor among nobles (duelling).

Champions

It is accepted that those too old or infirm to joust, or those of high station, may appoint a champion to joust for them, even in duels of honor.

Favors

The privilege of a lady's favor may be granted to a noble knight. The value of such a token is purely symbolic, a romantic epitome of the chivalric ethos. The nature of the favor can have complex symbolism of its own. A scarf or kerchief is a neutral item, a garter or lock of hair may not be. Some favors are displayed publicly; some are not.

War Saddles

A war saddle costs three times the price of a riding saddle, but gives two important benefits.

(1) Protects the jouster's Groin (B6 E7 P6 F5).

(2) Gives +10 to Unhorsing rolls.

Shields

In a joust, shields are held in place to provide passive protection. Locations protected by a shield are:

Knight: *Left* Sh Ua El Fo Ha Ch Hp

Kite: *Left* Sh Ua El Fo Ha Ch Hp Th

Strikes to these locations trigger a shield damage check.

Vamplates

Jousting poles may be fitted with a flared metal vamplate to protect (B6 E10 P6 F2) the **right** hand.

Caparisons

Ordinary caparisons provide CLOTH protection to the horse at all locations except the Eyes, Muzzle, Lower Leg, and Hoof.

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JOUST SEQUENCE

Jousting is simultaneous combat. The two combatants spur their horses to charge, and then attack each other as they pass.

1. Steed Command Check

Riding skill has an effect on the jouster's combat. Each jouster makes a Steed Command check (COMBAT 21) to begin the charge. CF on this roll is an automatic UNHORSING (no roll) and the rider is disqualified.

2. ❑ Joust Tactic

Both players declare a Joust Tactic (sidebar) simultaneously.

3. Joust Combat Roll

Both players roll against the AML of their Jousting Pole, modified for Physical Penalty and the Steed Command result. One combatant is designated the ATTACKER, the other the DEFENDER. There is no advantage to either side. Determine result on the Joust Combat matrix.

4. Weapon Damage Check (COMBAT 12)

When **any** strike occurs, a weapon damage check is made for the jousting pole. With a "B" strike, both poles are checked.

If your pole breaks, you score 1 point and your opponent may be unhorsed. Advance to Step 7.

If your pole does NOT break, your opponent may be injured. Advance to Step 5.

If both poles break, each player scores 1 point. Advance to step 7.

5. Strike Location & Impact

Determine Strike Location and effective impact normally. Because there is more chance of being struck on the left side of the body, roll 1d4 for strike locations with two sides: 1-3 = left; 4 = right.

If the location struck is covered by a shield (see sidebar, COMBAT 25) a shield damage check is made. If the shield breaks, reduce strike impact by 1d6 (**A★3 = A★2**) and determine effective impact as above. If the shield does NOT break, it deflects the strike and there is no effective impact.

6. Injury Determination.

If effective impact is 1+, determine injury effect as normal. All injuries require an Unhorsing Roll, modified by Physical Penalty, with the new injury penalty included.

7. Unhorsing Roll

Any strike, including one by a broken pole, requires an Unhorsing Roll. Also, if the strike impact exceeds the target's STR (before armour reduction) an unhorsing roll is required. See: COMBAT 24.

If your opponent is unhorsed, you score three (3) points and win the contest.

IMPORTANT: *Tactical Advantages are ignored in a Joust, even when an opponent is unhorsed. This assumes a "friendly combat". Tactical advantages still apply in a duel, although a second strike against the same warrior is unlikely due to the passing speed of the two riders.*

JOUST COMBAT

ATTACKER \ DEFENDER	CF	MF	MS	CS
CF	●	S★3	D★3	D★4
MF	S★3	●	D★2	D★3
MS	A★3	A★2	B★2	D★1
CS	A★4	A★3	A★1	B★3

★ Attacker (A), Defender (D), or Both (B) gain a strike. Impacts are high to reflect charge speed.

S★3 Steed Strike. Roll for Strike Location. Injury to an opponent's steed is automatic disqualification.

● No Effect (both miss).

❑ JOUST TACTICS

Joust tactics yield advantages and disadvantages. The choice is declared **after** the Steed Command check.

PASS: The jouster chooses no special tactic. Attack normally.

BLOCK: The jouster hunkers low in the saddle and braces shield for impact.

- *Advantage:* Unhorsing Roll +20.
- *Disadvantage:* AML –10
  Shield WQ –1.

DEFLECT: The jouster leans away to reduce the chance of being struck.

- *Advantage:* Opponent AML –10,
  Shield WQ +1.
- *Disadvantage:* AML –20,
  Unhorsing Roll –20.

EVADE: The jouster veers steed away at the last moment to avoid being struck.

- *Advantage:* Opponent AML –20.
- *Disadvantage:* AML –30.

LUNGE: The jouster leans into the charge at last moment to improve Reach and chance of striking first.

- *Advantage:* AML+10.
- *Disadvantage:* chance of being struck left/right becomes 50/50.
  Unhorsing Roll –10.

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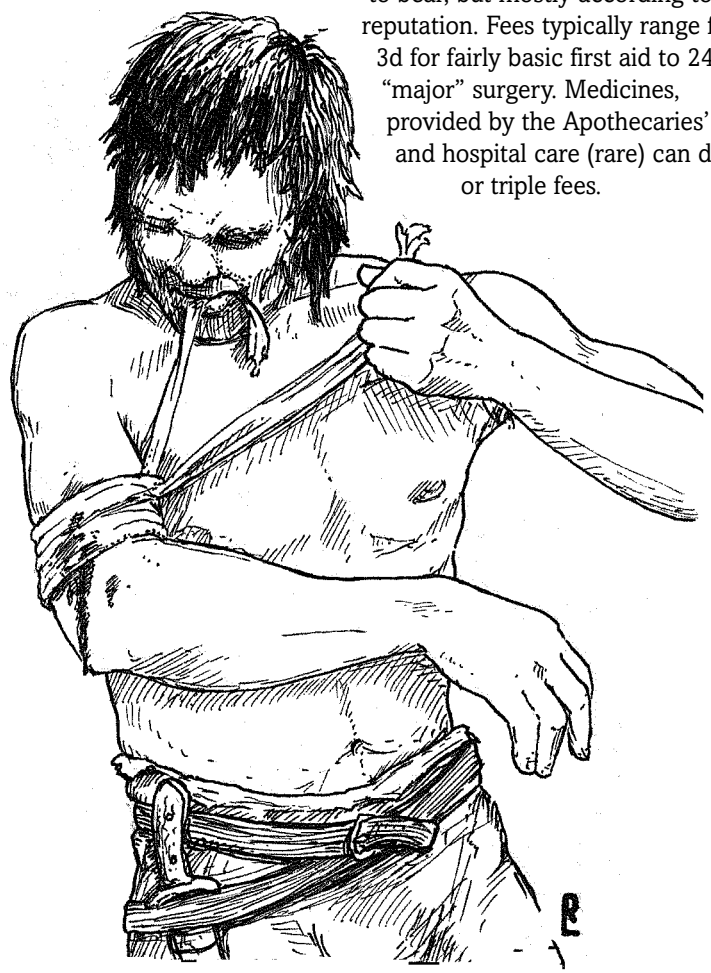
Healing is a widely-practiced art. Clerics of Peoni have considerable medical expertise. Nearly all layfolk, especially in rural areas, have some understanding of herbal remedies. Most warriors know emergency treatments for battlefield wounds.

SOCIETY OF PHYSICIANS

Those who practice the healing arts full-time generally belong to the Society of Physicians, a loosely-organized, guild. The Society does not care much about preserving its monopoly, and makes little attempt to maintain standards. Some masters are incompetent quacks, while others are highly-skilled surgeons. However, a physician who maims or kills too many patients will soon encounter difficulties from outraged friends and relatives.

Master physicians may take on as many apprentices as they wish. There are no journeymen in the Society, nor bonded masters in the normal sense; masters may take employment as they see fit. Many masters are associated with the church of Peoni, and some dabble in the arcane arts.

Most physicians confine themselves to the treatment of minor ailments. Fees vary dramatically, sometimes according to the skill brought to bear, but mostly according to reputation. Fees typically range from 3d for fairly basic first aid to 240d for "major" surgery. Medicines, provided by the Apothecaries' Guild, and hospital care (rare) can double or triple fees.



The Injured Character

When characters get sick or wounded, they are advised to get the best *first aid* available, and then seek someone with a decent Physician ML as soon as possible. Carrying a good supply of bandages and herbal remedies is always a good idea.

Hârnic doctors are far more competent than their medieval Terran colleagues. They know, for example, it's a good idea to keep open wounds and surgical instruments as clean as possible, although they do not know why. One theory has to do with fiery, invisible elementals which can be driven off with hot water.

If no doctor is available any friend can administer treatment and self-treatment is always possible (modified by Will at GM discretion). Physician skill can be opened at SBx1 on first use.

Esoteric Medical Treatments

Spells: For information on magical healing, see *HârnMaster Magic*.

Rituals: For information on divine and cleric healing, see *HârnMaster Religion*.

Potions: For some commonly-used medicinal potions, see TREASURE 4.

Psionics: For information on psionic healing, see PSIONICS 5.

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PHYSICIAN 2

INJURY RECOVERY

HârnMaster deals with injuries and their recovery in a fairly detailed and realistic manner. Characters who sustain Serious or Grievous wounds may die during the healing routine. On the other hand, various types of magic, miracles, psionics, and potions can improve healing.

❑ [1] BLOODLOSS (Optional)

If the *Bleeding Wounds* rule is in play (COMBAT 14) stopping bloodloss is the most immediate threat; if not halted, the patient bleeds to death. Wounds may be treated only ***after*** all bleeding stops. See PHYSICIAN 3.

❑ [2] DIAGNOSIS (Optional)

Physicians may test EML to diagnose an ailment. If diagnosis succeeds, a +10 (MS) or +30 (CS) bonus applies to EML for treatment. If diagnosis fails, apply penalties of 10-30 at GM discretion.

[3] TREATMENT

The TREATMENT table suggests treatments which, if provided, give a bonus to the Treatment Roll. Without treatment, injuries heal as indicated under **NT** (No Treatment). Minor wounds usually heal by themselves, but Serious and Grievous wounds may cause permanent impairment or death if *untreated*. If not in shock, the victim can self-treat Minor/Serious wounds, but NOT Grievous wounds.

A Treatment Roll tests Physician EML of the treater. If the suggested treatment is provided, add the EML modifier shown to Physician ML. Results are given under CF, MF, MS, or CS. Some treatments require equipment/supplies; the quality and availability of these may modify EMLs at GM discretion. Treatment Rolls can be delayed, but if postponed more than 24 hours, reduce EML by 05 per day. **Make only ONE Treatment Roll per injury.**

[4] HEALING

Once treated, each injury has a Healing Rate (HR) generated by the TREATMENT table. A character receives one (1) Healing Roll every FIVE (5) days for each wound to reduce Injury Levels. When all Injury Levels are eliminated for a specific wound, it is healed.

TREATMENT ROLL (Example)
The treatment for a fracture is a Splint for which there is a +20 EML bonus. It takes 5d6 minutes to perform. Assuming a Physician ML of 65, the Treatment EML would be 65 + 20 = 85. With MS on the Treatment Roll, the injury will have a Healing Rate of H5.

Convalescence
The healing routine assumes a character will mainly be resting during the healing process. One Healing Roll is made every five days. If a character gets involved in unreasonable physical exertion between Healing Rolls, the days of rest accumulated since the last roll are forfeit; wounds are often aggravated or reopened by premature activity.

Physical Penalties
Injury and Encumbrance penalties are *ignored* on Healing rolls. Fatigue penalty (if any) should be applied – injured characters are supposed to get lots of rest.

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TREATMENT TABLE

INJURY	DESCRIPTION	TREATMENT	EML	NT	CF	MF	MS	CS
Bleeder	Gushing or Spurting Blood	Tourniquet, etc.	+50	•	•	•	EE	EE
Bruise	Welts/Swelling	Compress	+30	H5	H4	H5	H6	EE
Fracture	Simple Fracture	Splint	+20	H4*	H3*	H4*	H5	H6
Crush	Compound Fracture/Bleeder	Surgery/Splint	+10	H3*	H2*	H3*	H4	H5
Minor Cut/Tear	Cut/Gash 1 – 2" long	Clean & Dress	+30	H5	H4	H5	H6	EE
Serious Cut/Tear	Cut/Gash 2 – 6" long	Surgery	+20	H4	H3	H4	H5	H6
Grievous Cut/Tear	Cut/Gash over 6" long/Bleeder	Surgery	+10	H3*	H2*	H3*	H4*	H5
Minor Stab/Bite	Puncture 1" deep	Clean & Dress	+25	H5	H4	H5	H6	EE
Serious Stab/Bite	Puncture 3" deep.	Clean & Dress	+15	H4	H3	H4	H5	H6
Grievous Stab/Bite	Deep Puncture/Bleeder	Surgery	+05	H3*	H2*	H3*	H4*	H5
Minor Burn	1st Degree Burn/Blisters	Compress	+30	H5	H4	H5	H6	EE
Serious Burn	2nd Degree Burn/Open Wound	Clean & Dress	+15	H3	H2	H3	H4	H5
Grievous Burn	3rd Degree Burn/Charred Skin	Clean & Dress	+05	H2	H1	H2	H3	H4
Minor Frost	Chilled Flesh/Shivering	Warming	+50	H5	H4	H5	EE	EE
Serious Frost	2nd Degree Frostbite	Warming	+25	H4	H3*	H4	H5	EE
Grievous Frost	3rd Degree Frostbite	Amputate	+10	•	G5	G4	S3	S2

TREATMENTS

AMPUTATE: Surgical amputation is the only treatment for Grievous Frost and may be used to halt infection spreading. The afflicted body part is removed, but a new Serious or Grievous wound is created according to the operation's success. Roll on the treatment table again for the new injury.

BLEEDER: Treatment must be repeated each *minute* until bleeding stops (an EE is obtained). If total Bloodloss points *exceed* END, the patient is Dead.

CLEAN AND DRESS: Takes five (5) minutes per Injury Level and requires water and bandages.

COMPRESS: Apply cold compress for 5d6 minutes. Herbal remedies and balms that reduce swelling add 10–20 to EML.

EE: Injury heals in one day; no healing rolls are required.

H1/H2/H3/H4/H5/H6: Healing Rate as indicated. Enter the HR next to the Injury on the profile. If an asterisk (*****) is listed, the victim will have a permanent 1d3 reduction of an attribute **after** the injury has healed. The attribute affected may be obvious (Dexterity, Agility, Comeliness, Eye, etc.) or assess the reduction against Stamina. Reduce derived SBs and subtract five (5) times the SB reduction (if any) from affected MLs.

SPLINT: Setting bone and splinting. Takes 5d6 minutes.

SURGERY: Includes cleaning and dressing the wound. Takes 10d6 minutes. Requires sharp knives, and a needle and thread for sutures. Anesthetic is highly recommended (patients tend to struggle and whimper otherwise) and disinfectants are a good idea too. Such items may be purchased from good apothecaries and improve Treatment EML 10–20.

WARMING: Gentle warming (blanket, healthy person's flesh, etc.) of the injury for 1d3 hours.

SHOCK RECOVERY TABLE

Test HR x Endurance, once per WATCH (4 hours)

CF: Reduce HR by two

MF: Reduce HR by one

MS: Increase HR by one

CS: Increase HR by two

Shock abates at HR6; Patient is dead at HRØ

HEALING TABLE

Test HR x Endurance, once per FIVE (5) days, for each wound

CF: If this is an ***open*** wound, it is now ***Infected***

MF: No healing

MS: Reduce Injury Levels by one

CS: Reduce Injury Levels by two

Wound is healed when Injury Levels are reduced to Zero (or less)

BLOOD REGENERATION TABLE

Test HR x Endurance, once per FIVE (5) days.

CF: No Effect

MF: No Effect

MS: Reduce Bloodloss by one

CS: Reduce Bloodloss by two

Blood Supply is normal when ***total*** Bloodloss is reduced to Zero

INFECTION/DISEASE TABLE

Test HR x Endurance, once per DAY, for each infected injury.

CF: Reduce HR by two

MF: Reduce HR by one

MS: Increase HR by one

CS: Increase HR by two

Infection/Disease is defeated at HR6; Patient is dead at HRØ

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SHOCK RECOVERY TABLE (Four Hour Roll)

Shock is treated as a special, separate injury. If a patient is in Shock, enter the word "Shock" along with a Healing Rate of **H5** in the injury section of the combat profile – Shock has no Injury Levels. Roll 1d100 every four (4) hours on the SHOCK RECOVERY table. Target Level is HR x END, plus half Physician ***EML*** of an attending character. The patient recovers from Shock at H6, and dies from Shock at H0.

HEALING TABLE (Five Day Roll)

Non-Sindarin characters receive **one (1)** Healing Roll every **five (5) days** for each *uninfected* injury; Sindarin characters receive two (2) healing rolls per five (5) days for each injury. The object of a Healing Roll is to reduce ***Injury Levels;*** when they are reduced to zero, the injury is healed, although there may still be impairment (just because your broken arm healed doesn't mean it was set straight). The Target Level for a Healing Roll is HR x Endurance. Add half of the Physician ***EML*** of an attending character to this Target Level if applicable.

Healing Rolls assume the character gets 12 hours rest per day. The GM may modify a Healing Roll if the character gets more/less rest.

BLOOD REGENERATION (Five Day Roll)

Bloodloss is treated as a separate injury. Bloodloss may accrue from several wounds, but cumulative bloodloss points are treated and heal as one injury. The healing rate is always H6. Test END x6 on the Blood Regeneration table once per five (5) days.

INFECTION HEALING TABLE (Daily Roll)

Open wounds (see sidebar) can become infected during the healing routine. If a wound does become infected, write "INF" adjacent to that wound on the combat profile. Once a wound is infected, little can be done except to rely on fate (roll ***Daily*** on the INFECTION table). The Target Level for an Infection Roll is HR x Endurance; add physician ***Skill Index*** to the Target Level if applicable. If the HR reaches HR0, the patient has died. The infection is defeated when the wound reaches HR6. Normal healing rolls every five days then resume at the HR6 Healing Rate.

DISEASES (Daily Roll)

A disease is assigned a Contagion Index (CI) of one (highly contagious) to seven (barely contagious) and a healing rate of H1 (bubonic plague) to H5 (influenza). A C1/H1 disease would kill most of the population. When exposed to disease, a character tests CI x Endurance (maximum 95). If the roll **exceeds** this Target Level, the character catches the disease and will soon display appropriate symptoms. Note the disease name and HR in the injury section; diseases have no Injury Levels. A Recovery Roll is made daily on the INFECTION table. At H0, the patient dies; at H6, the patient recovers.

POISONS/TOXINS

Poisons are treated as "Infections", except the intervals between Healing Rolls are shortened to suit the toxicity at GM discretion; it's not a good idea to make daily rolls with a poison that is fatal in five minutes.

A large dose of deadly poison would be H1, a small dose of mild poison H5. The GM may assign a Healing Rate for a venomous bite, or roll 2d3–1.

Healing Rate (Example)

If the patient's Endurance is 11 and the wound is an S2 injury rated at H4, healing rolls for the wound test a Target Level of 44. With a roll of 32, the success level is MS, meaning the wound heals by one (1) Injury Level to M1.

Open Wounds

Only open wounds can become infected. An open wound is a Grevious Blunt Injury, Serious or Grievous burn, or **any** cut or stab. A bandaged or stitched wound is still an Open Wound. Cauterization closes open wounds.

Cauterization

A secondary treatment to sterilize and seal a Minor or Serious wound. Cauterization cannot be used on Grievous wounds. The procedure is done **after** a wound's Healing Rate has been established by the normal treatment rules. A metallic object and fire are required. Cauterization is attempted at Physician EML + 30. The effect is to close the wound and modify the Healing Rate: CS +2; MS +1; MF +0; CF –1.

Infection Reality

Historically, it was more common to die of infected wounds than to die outright in battle. The chance of infection in these rules is less than is historically justified for playability purposes. Infection may be combated by magic, miracles, amputation, or medicine. Sindarin are immune to infection.

❑ Spreading Infections

When the Healing Rate of an infected wound decreases, it is assumed the infection has spread to adjacent body parts. If this continues unchecked the patient will die. GMs have the option to take this spreading into account by having characters generate infected "wounds" rated at H5 in 1d3 adjacent body parts, any of which can spread further. Naturally, this is a deadly (not to mention complex) process. Use with discretion.

Diseases

There are an immense variety of disease symptoms. Examples include abdominal pain, chest pain, coughing, fever, rashes, and swelling. These conditions are reflected by a Special Penalty of 10–30 to physical skills. Many of these symptoms can render characters non-functional until recovery.

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Psionic talents are native, psychic abilities some characters possess. Characters are normally born with all the psionic talents they will ever have, and may be unaware of them. Since it requires years of practice to properly employ psionic talents, they are within the sphere of the Guild of Arcane Lore, a loose association of alchemists, astrologers, mages, psionicists, and the odd charlatan.

Psionic talent generation, and maintenance of talents until they become active is done in ***secret*** by the GM. Characters generated with talents may notice some of the odd effects produced by their latent psionic abilities, but they will not know they possess a talent until it develops (by GM chance) to ML21 or more. Some learn of their ability when another character with a developed talent is able to sense and inform them of its presence. Some talents are never discovered and remain dormant forever.

GM Note

Psionic talents are included in the game at GM discretion. *HârnMaster* works fine with or without them. Because psionic talents are administered in secret until they reveal themselves, their inclusion requires considerable work from the GM. Novice Gamemasters are advised to postpone the inclusion of psionics until they are comfortable with the more essential parts of the rules.

Characters who wish to became a mage are more likely to be accepted as an apprentice if they have an active psionic talent.

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PSIONIC TALENT GENERATION

To determine how *many* talent generation rolls are made for a new character,the GM secretly rolls 3d6 and subtracts total from AURA. For example, with a 3d6 roll of 10 and an Aura of 15, a character would get five (5) talent generation rolls.

NOTE: *Earning talent generation rolls means a character has psionic abilities, but they may never advance beyond dormancy.*

TALENT GENERATION

1d100	Talent
01	Charm
02–09	Clairvoyance
10–14	Disembodiment
15–25	Healing
26–29	Hex
30–37	Medium
38–45	Mental Bolt
46–54	Negation
55–62	Prescience
63–71	Psychometry
72–77	Pyrokinesis
78–86	Sensitivity
87–90	Telekinesis
91–97	Telepathy
98	Transference
99	Transmutation
00	Unique (GM)

TALENT GENERATION

Each talent generation roll is made on the TALENT GENERATION table (left). Skill Base for all talents is AUR AUR WIL.

The first time a talent is generated, it is opened at SBx1. If the same talent is generated a second time, its OML is increased to SBx2, and so on.

A Unique talent is one designed by the GM; otherwise, re-roll.

PSIONIC TALENT SUNSIGNS

Talent	Sunsign
Charm	Tai/Nad/Tar +1
Clairvoyance	Tai+1
Disembodiment	Hir/Nad +1
Healing	Mas/Sko +1
Hex	Ahn +1
Medium	Tai +1
Mental Bolt	Ahn +1
Negation	Fen +1
Prescience	Tai/Tar +1
Psychometry	Tai/Mas +1
Pyrokinesis	Ang/Ahn/Nad +1
Sensitivity	Tar/Tai +1
Telekinesis	Nad/Ahn +1
Telepathy	Tar/Tai/Sko +1
Transference	Tar/Tai +1
Transmutation	Tar/Tai +1

Psionic Talent Sunsigns

Sunsign modifiers vary by talent.

TALENT GENERATION (Example)

Mardisa has Aura 17 and Will 13. Her sunsign is *Ahnu*.

Mardisa's GM rolls a "14" on 3d6. Mardisa therefore gets 17 – 14 = 3 Talent Rolls.

The GM then consults the TALENT GENERATION table and rolls 1d100 three times. The rolls are 39, 20, and 45, generating MENTAL BOLT twice and HEALING once. Mardisa will therefore open MENTAL BOLT at SBx2 and HEALING at SBx1.

Her MENTAL BOLT SB is (17 + 17 + 13) / 3 = 15.66 rounded to 16, + 1 (sunsign) = 17.

Her HEALING SB is (17 + 17 + 13) / 3 = 15.66, rounded to 16. There is no *Ahnu* sunsign bonus for Healing, so her Healing SB is 16.

MENTAL BOLT opens to: 17 x 2 = ML34. HEALING opens to 16 x 1 = ML16.

Notice her HEALING, because the ML is under 21, will be dormant.

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DORMANCY

Psionic Talents at ML20 or less are dormant. A character with a dormant talent is unaware of its existence. Even if a player guesses that a psionic talent exists, the character cannot take advantage of this knowledge.

Development of Dormant Talents

No conscious development of dormant talents is possible. However, exposure to powerful psionic events or artifacts may stimulate a dormant talent, causing one or more secret skill development rolls by the GM. A talent may eventually reach ML21 and the player is then informed of it.

A dormant talent may reveal its nature with *Psionic Episodes*. Appropriate psionic episodes may be revealed by the GM at random intervals, ideally accelerating as a dormant talent approaches ML20. In the later parts of the dormant stage, frequent psionic episodes can lead to apprehensions that the character is insane, and may cause well-meaning observers to attempt cures or confinement. This can be awkward when the character does not know the cause of the problem.

Development of Active Talents

Once a talent develops past the dormant stage, it may be developed more or less normally. To make one skill development roll, the character must meditate for at least (35 – WILL) Hours and expend 15 SMPs.

After each use of an active talent, even if the attempt fails, the character gets one Skill Development Roll. Bonus rolls may be awarded at GM discretion, but do not be overly generous. Psionic talents are among the most useful skills to possess.

INVOKING A PSIONIC TALENT

A character with an *active* psionic talent can attempt to use it at any time, provided the character is conscious.

Fatigue: Using psionic talents is tiring. A character accumulates Fatigue Levels when attempting to use a psionic talent, whether or not the attempt is successful. Fatigue can also be accumulated after a psionic episode (GM discretion). Each Talent description includes, in parenthesis after the talent's name, the number of Fatigue Levels accumulated.

MS/CS: Success at using a psionic talent is often ambiguous, particularly with Critical Success. Like all skills, psionic talents are subject to the Universal Penalty (Skills 6).

MF: When a talent attempt fails, a Shock Roll (Skills 22) is required after adding the talent fatigue to Universal Penalty. A character failing the Shock Roll falls unconscious and also suffers *Psionic Blindness*, the complete inability to use any psionic talent, for 2d6 hours.

CF: When a talent attempt fails critically, in addition to a Shock Roll, unpredictable and/or unanticipated results may occur. Possibilities for misfires are given in the talent descriptions.

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❑ PASSIVE TRIGGERING

MEDIUM, PRESCIENCE, and SENSITIVITY are talents which may be stimulated by appropriate phenomena. This is called passive triggering. MEDIUM may be triggered by the presence of ethereals, PRESCIENCE by imminent danger, and SENSITIVITY by a psionic or magical residue/effect.

Whenever such phenomena are encountered, the GM **secretly** tests the appropriate talent (no fatigue is accumulated) to determine whether its possessor is alerted. If the stimulus is weak, only CS will alert the character. When passive triggering occurs, the owner is given minimal information. If the character wants more information, the talent must be used actively (with fatigue).

❑ JOINT INVOCATION

Two people with the *same* psionic talent may wish to pool their efforts in invoking the talent. This may be done if:

[1] Skin contact is established by grasping hands, etc.

[2] Skin contact is maintained during the time spent invoking the talent.

[3] They meet such other criteria as seems reasonable to the GM in the specific situation. The GM may require some kind of spell or ritual procedure be followed in order to form the necessary "fusion" between invokers.

Procedure

One success roll is made against a joint EML, equal to the EML of the *superior* party PLUS half EML of the *inferior* party. The normal fatigue is then accumulated by ***both*** participants.

Example: Dar and Kalin jointly invoke Pyrokinesis. Dar's ML is 64; Kalin's is 48. Assuming no Universal Penalty, their joint EML is 64 + 24 = 88. Both Dar and Kalin each accrue the normal Fatigue (F3).

TALENT DESCRIPTIONS

The talent descriptions which follow are intended only as guidelines. Psionic talents are are supposed to work unpredictably and add a touch of mystery to the game. The GM should use discretion to make sure the same talent does not work exactly the same way each and every time it is used.

Many of the rules in HârnMaster Magic are potentially applicable to psionics. While psionics are more instinctive than spells, concepts such as Spellfire Timing, Modeling, Detection, Noise, and Foci, all have application at GM discretion.

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CHARM (F1) 15-SI Secs

A psionic talent to influence the mind of another person (victim). The usual effect is to "freeze" the victim in place for a limited period of time.

In order to invoke the talent successfully, eye contact between the invoker and the victim is necessary, but only for a momentary glance. The maximum distance at which effective eye contact can occur is equal to the invoker's **SI** yards. Determine CHARM success, and then test victim's resistance to the effect.

Charm Attempt

MS: Victim tests WILL x5

CS: Victim tests WILL x3

Victim Resistance (WILL Test)

CF: Victim is frozen in place for 10 seconds, and *must* choose the IGNORE defense if attacked.

MF: Victim is frozen in place for 10 seconds, but may defend normally if attacked.

MS: Victim is unaffected.

CS: Victim is unaffected. CHARM invoker suffers a psionic episode.

Psionic Episodes: Brief hallucinations or illusions, headaches in nearby persons, sudden dizziness, people having bad luck or unusual clumsiness in the invoker's presence.

Misfire (CF): The invoker, or random person/animal nearby, suffers the talent's effect. Sometimes the invoker gets a severe headache instead.

CLAIRVOYANCE (F1) 25-SI Secs

The ability to visualize events currently occurring at a remote location. A target may sense the attention of a clairvoyant; test a multiple of the target's AURA, or SENSITIVITY talent if applicable. CLAIRVOYANCE may be used in either of two ways:

[1] Near: The clairvoyant enters a trance for 25-SI *seconds* to transfer their point of perception to a location up to ML yards away. The location must be familiar to the clairvoyant. MS enables the clairvoyant to watch; CS allows the clairvoyant to also listen and smell. The vision lasts for SI minutes.

[2] Far: The clairvoyant enters a trance for 25-S1 *minutes* and attempts to focus on a specific, remote person or object whose location may not be known. The clairvoyant does this by visualizing the person's face (or by describing the object). MS gains a blurred or vague vision of the person/object's current situation and activities; CS gives a clearer vision. There are no range restrictions, but there is also no chance to listen or smell.

Psionic Episodes: Vivid dreams of faraway people and things. Dizziness, disorientation, confusion, headaches, sleepwalking, blurred vision, or mirage-like hallucinations can also occur.

Misfire (CF): False or random information is given to the clairvoyant. Sometimes, severe headaches that cause temporary blindness occurs.

DISEMBODIMENT (F2) 15-SI Mins

The ability to detach the ethereal spirit from the body, which is left in a state of metabolic suspension. The disembodied spirit is referred to as an astral entity. Information about the abilities of astral entities is in ***HârnMaster Religion***.

It is difficult to remain in a disembodied state for long. The talent lasts for ML x 30 seconds, after which the astral entity instantly returns to its body (even if it does not want to return). If the body is vacant when the astral entity returns, it reunites with its body and a Shock Roll is then made. If the body has been occupied by another ethereal while the astral entity was away, Mental Conflict occurs (see SKILLS 23).

Disembodiment is achieved by making one's body very relaxed (somewhat similar to how one falls asleep). The time needed to invoke the talent is (15 – SI) minutes.

Psionic Episodes: Sleepwalking, dreams of floating through space, various "altered mental states," Jamais vu, lightheadedness, peculiar shivers, dizziness, or a feeling of being watched.

Misfire (CF): Extreme weakness, dizziness, disorientation, and loss of balance. Sometimes the invoker simply falls asleep.

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HEALING (F2) 15-SI Secs

Talent requires skin contact between the healer and the patient (who may be the healer). Four options exist:

[1] Empathy: An attempt to diagnose the patient's emotional state and/or physical well-being. Information depends on success level.

[2] Restoration: An attempt to remove fatigue. CS eliminates four Fatigue Levels (F4); MS removes two Fatigue Levels (F2).

[3] Bloodloss: An attempt to clot a single bleeding wound. Any success stops bleeding, and CS also reduces accumulated bloodloss by 1BP.

[4] Heal: An attempt to increase the healing rate of one identified ailment or wound. CS increases the healing rate by 2, MS by 1. If this brings the healing rate to H6 (or more) any infection, disease, or poison is defeated (cured).

Psionic Episodes: Emotional empathy (crying at the distress of others) and sympathy pains (someone else hurts their hand and the invoker feels the pain).

Misfire (CF): Sometimes the healer acquires some or all of the patient's ailments.

HEX (F2) 15-SI Mins

Sometimes called "the evil eye." Hex is the ability to "curse" a victim, causing them to have bad luck. If the invoker has a part of the victim (nail parings, lock of hair, etc.) increase EML by 20. Such items cannot be used more than once.

At the time the talent is invoked, the maximum distance between the invoker and the intended victim depends on whether the invoker has a part of the victim. If a part is available, the maximum distance is SI *leagues*. If a part is unavailable, the maximum distance is line of sight.

With MS, the victim's next attempt to use any skill, talent, spell, is made at half EML. With CS, halve the EML for all the victim's skills rolls for the next ML minutes (MS).

Psionic Episodes: The character and/or companions have unusual spells of good (or more likely bad) luck.

Misfire (CF): The invoker suffers the effect.

MEDIUM (F1) 15-SI Mins

Medium is subject to passive triggering (PSIONICS 4). The talent may be used in one of three ways. Each requires a trance, accumulates fatigue, and has a separate skill roll.

[1] Communion: If successful, the invoker is able to clearly perceive and communicate, for SI minutes, with any ethereal within ML yards.

[2] Summon: An attempt to summon an ethereal currently perceived by the invoker, or whose true name is known. Some entities require CS to be summoned. CF breaks the trance.

[3] Control: An attempt to command an ethereal the invoker has summoned. If the ethereal's WILL is greater, invoker EML is reduced by five times the difference. Some ethereals are beyond control. With MS, the ethereal may be commanded to perform a simple task such as answer a yes/no question within its knowledge, or dispossess a body. With CS, the task/question may be more complex. With MF, the ethereal probably departs. With CF, the spirit may have possessed the invoker (see ***HârnMaster Religion***).

Psionic Episodes: Very scary nightmares, the dim perception of "ghosts" here and there, a dread of graveyards, hearing voices, etc.

Misfire (CF): Sometimes an itinerant ethereal is released into the invoker's world. This occurs more often when such entities are hostile, violent, or in search of a body.

MENTAL BOLT (F1) 25-SI Secs

The ability to project a blast of mental energy at a single mind within SI x 5 yards and line of sight. MS causes the ***victim*** to accrue two Fatigue Levels (F2); CS inflicts four Fatigue Levels (F4). After accruing the fatigue, the victim immediately makes a Shock Roll (SKILLS 22).

Psionic Episodes: Devastating headaches, dizziness, etc. for the character or innocent bystanders.

Misfire (CF): The invoker, or some randomly-chosen person/animal nearby, suffers the talent's full effect.

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NEGATION (F3) 15-SI Secs

The invoker enters a trance for (15 – SI) seconds and makes a success roll. Success creates a spherical psionic field, centered on the invoker's head, whose radius is one foot times the invoker's WILL.

The field lasts for SI minutes, but may be dissolved instantly by its creator. The field requires great concentration to maintain; the invoker is limited to simple activities, like walking.

Any magic or psionics entering or within the field are affected, specifically spell/talent rolls are reduced by one level (CS=MS, MS=MF, and MF=CF).

Psionic Episodes: Spells/talents tend to go wrong in the character's presence.

Misfire (CF): Fairly harmless with this talent.

PRESCIENCE (F2) 15-SI Hours

The ability to determine the "fate" of a group, person, or item. Subject to passive triggering (PSIONICS 4). There are two active forms:

[1] Prescient Vision: The invoker specifies the subject of inquiry and makes a success roll. With any success, the invoker enters a trance for (13 – SI) hours, during which a prescient vision occurs concerning the subject. EML is reduced if the subject is hidden by magic, etc. Normally, the invoker lacks control over the vision, but with CS it is possible to direct the inquiry somewhat. Prescience can only reveal *likely* future events; the future may be altered.

[2] Sense of Danger: An attempt to assess danger in a specific location. The invoker enters a trance for about a minute. MS gives a vague feeling of danger if there are traps or lurking dangers within ML feet. CS improves detail and/or range.

GM Note: Prescient visions can be symbolic in nature. *Folklore* (SKILLS 16) may be used to interpret the vision. Some clerics and divinators specialize in interpretation of prescient visions.

Psionic Episodes: A kind of passive triggering of the sense of danger. Violent dreams and/or nightmares about loved ones dying or having severe difficulties are also common.

Misfire (CF): False or random information is given to the invoker.

PSYCHOMETRY (F3) 15-SI Mins

The ability to divine information about persons by touching an object with which they have been in contact. Psychometry requires the invoker to hold the object and enter a trance for (15 – SI) minutes.

Psychometry is most often used to divine the age or history of an object, the identity of the object's maker or owners, magical/divine powers, etc. Another use is to determine a person's location: MS will answer any reasonable yes/no question; CS gives bonus information.

Psychometry can *never* be used to divine the future. It works best when queries concern the present or recent past. EML should be reduced for inquiries in the distant past, or if knowledge of the object is magically or divinely hidden.

Psionic Episodes: Feelings of Jamais vu in connection with various objects are common.

Misfire (CF): False or random information is given to the invoker, or an object held crumbles to dust.

PYROKINESIS (F3) 15-SI Secs

Raises the temperature of a combustible, inanimate object to flash point and starts a fire. The object must be within SI yards and line of sight. Time to invoke and start the fire (15 – SI) seconds takes longer when object is chilled or wet. Once the object begins to burn, the invoker has no control over the fire.

The talent may be used to warm objects to a desired temperature *less* than flash point, but CF may cause ignition. The talent has no effect on objects possessing AURA or EGO, including the invoker.

Psionic Episodes: When the character is in a condition of stress, nearby objects sometimes smolder or burst into flame.

Misfire (CF): The wrong object(s) ignite.

SENSITIVITY (F1) 35-SI Secs

Sensitivity is subject to Passive Triggering (PSIONICS 4) and may be used actively to scan for magical or psionic residue/effects. EML may be adjusted to reflect the source and strength of any such effects. Maximum range at which a spell/artifact/talent can be detected is usually SI yards.

Sensitivity can also be used to attune (TREASURE 12) to magical artifacts or effects. Once attunement is achieved, it usually lasts as long as the invoker stays within range of the artifact/effect.

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Psionic Episodes: Shivers associated with feelings of Deja vu are common. Sometimes physical discomfort must be endured or a telepathic message intended for someone else is received.

Misfire (CF): False or random information is given to the invoker.

TELEKINESIS (F3) 25-SI Secs

The invoker can move objects up to SI pounds in weight without physically touching them. The talent takes (25 – SI) seconds to invoke, and the effect lasts for ten (10) seconds. It is not possible to move part of an object, unless the parts can move independently, such as the tumblers of a lock. Two or more objects cannot be made to occupy the same volume of space.

MS allows objects to be moved up to SI yards per second. CS allows instant transfer (teleportation) if desired. The object to be moved must begin and remain within ML x 10 yards in line of sight.

Psionic Episodes: Objects move by themselves, get lost, etc.

Misfire (CF): Objects move/teleport in odd directions and at unpredictable speeds. Sometimes an object is teleported into another world.

TELEPATHY (F3) 25-SI Secs

The power to transmit thoughts or emotions to the mind of another individual (target). Transmission range is SI leagues, but clarity diminishes with range. The talent is invoked by concentrating on the thought/emotion for (15 – SI) x 2 seconds

The target is specified at the time transmission is attempted; the target's location does not need to be known by the invoker. The intended target must have a *minimum* Aura of 11, and is usually someone the invoker knows quite well (EML is reduced by 10–50 if this is not the case). Someone who receives an emotion will feel it—this can have an interesting effect.

If a person with the Sensitivity talent is near the target or the invoker at the time of transmission, they may receive the transmission along with, or instead of, the intended target.

Psionic Episodes: Sharing dreams is very common. Broadcast of thought or emotion to nearby people can also occur.

Misfire (CF): Sending a transmission to the wrong person, releasing the wrong thought and/or emotion, etc.

TRANSFERENCE (F4) 25-SI Secs

The ability to detect and employ *Barasi Points** to transfer the invoker from one world to another. Objects or living entities within Aura inches of the invoker's skin may also be transferred. Less skilled users often lose things on the way.

The talent is fairly common among the older bloodlines of the Sindarin, but otherwise rare. The invoker does not necessarily know where the destination will be, although it is always a similar environment.

Psionic Episodes: Headaches and dizziness, and rare bouts of semi-translucence, especially especially near *Barasi Points.*

Misfire (CF): Invoker may arrive at an unexpected destination, most often on Yashain.

TRANSMUTATION (F4) 15-SI mins

The psionic ability to shapechange. The target form is rarely a choice and is nearly always an animal of roughly the same size as the invoker. The invoker acquires the physical attributes of the target form, but retains own personality attributes. The effect lasts for up to SI hours, but this can be shortened by another transmutation use.

Psionic Episodes: Headaches, dizziness, and dreams/nightmares involving the target form.

Misfire (CF): facial disfigurement, skin discoloration, etc.

**Barasi Points* are natural portals between worlds. Dozens exist throughout Kethira, although the Shava Forest on Hârn has a particularly high concentration. The environment at each end of a Barasi Point is always very similar. Unskilled users may not realize for some time they have changed locations, and may never discover they have actually changed worlds.

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Campaigning is the essential goal of roleplaying on Hârn. This section provides the GM with time-tested procedures to efficiently deal with campaign events and encounters within an ongoing campaign.

CALENDARS

On Hârn/Lythia, the Tuzyn Calendar prevails. It reckons dates from the founding of the Kingdom of Melderyn. Dates in Tuzyn Reckoning are indicated by the notation "TR" before or after the year. Years prior to the founding of Melderyn are indicated by "BT" which stands for Before Tuzyn. All publications in *HârnWorld* assume the current game year is 720 TR. As the role-playing group plays, the current game year advances beyond 720 in each GM's personal version of Hârn.

Months and Days

Tuzyn Reckoning is a lunar calendar derived from the orbit of Yael (the Moon). The year is divided into twelve, thirty day months. A full moon (Yaelah) occurs on the fifteenth of each month and a new moon (Yaelmor) on the thirtieth. The year begins with the vernal equinox, the first day of Spring. The month names are of religious origin.

Tuzyn Reckoning does not measure time in weeks. A tenday (three per month) is a common convenience, and a Hinyael (fifteen days) is used occasionally. A day has 24 hours, divided into 60 minutes of 60 seconds each. Most folk identify days numerically, such as Halane 23 or Morgat 12.

THE TUZYN YEAR		
Spring	1	Nuzyael
	2	Peonu
	3	Kelen
Summer	4	Nolus
	5	Larane
	6	Agrazhar
Autumn	7	Azura
	8	Halane
	9	Savor
Winter	10	Ilvin
	11	Navek
	12	Morgat

Dating Conventions

Dates "Before Tuzyn" always have the BT convention. Dates after 1TR often omit the TR. If a date is written with neither TR or BT, TR is assumed.

Naturally, BT usage does not apply to ancient texts themselves. A scroll that purports to be from the fifth century BT, which actually contains a date written as 459 BT, cannot be authentic.

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ROUTINES OF PLAY

Play consists of cycles, during which the GM determines (in order): [1] Environ, [2] Timetick, [3] Weather, [4] Encounters, [5] Movement, and [6] Mapping.

[1] ENVIRON

The Environ is the *kind of place* in which the PCs are located. It determines the general routine, including the likelihood/nature of encounters, and the movement rate.

- **URBAN:** Built-up areas, such as towns. *Timetick* is one minute, during which a typical party can move 250 feet (25 mm or 1" on a local map).
- **RURAL:** Cropland, pasture, and regions with manors, villages, etc. *Timetick* is one watch. For movement rates, see CAMPAIGN 7.
- **WILDERNESS:** Land with few/no permanent settlements, including forests, mountains, and deserts (which may be populated by nomads). *Timetick* is one watch. For movement rates, see CAMPAIGN 7.
- **HIGHWAY:** Roads or well-traveled trails across a rural/wilderness Environ. *Timetick* is one watch. For movement rates, see CAMPAIGN 7.
- **UNDERWORLD:** Caves, underground ruins, tombs, buildings, etc. The *Timetick* is one minute, during which a typical party can move 100 feet (10 cm on an interior scale map, or one cm on a local map).
- **RIVER:** Usually applicable only to characters on ships or boats, although the GM may use this Environ for PCs on riverbanks. *Timetick* is one watch. Movement depends on weather, vessel, crew, and pilot. For detailed information on ships and naval movement, see *Pilots' Almanac*.
- **SEALANES:** A ship or boat in coastal waters near civilized areas. *Timetick* is one watch. Movement depends on weather, vessel, crew, and pilot (see *Pilots' Almanac*).
- **OPEN SEA:** A ship or boat out of sight of land, and away from established sealanes. *Timetick* is one watch. Movement depends on weather, vessel, crew, and pilot (see *Pilots' Almanac*).
- **SAFE ENVIRON:** See sidebar.

Routines of Play

[1] Environ

[2] Timetick

[3] Weather Generation

[4] Encounter Generation

[5] Movement

[6] Maps and Mapping

The Safe Environ

This is a game device to quickly get through periods of inactivity, convalescence, etc. When PCs wait in the Safe Environ, the GM tells them of background and/or historical events as they occur. It may be assumed all encounters are significant offers to the group; everyone will be seeking aid or employment, bringing messages, offering work, etc. The Timetick is a full day (24 hours).

Any of the encounter tables may be used in the Safe Environ; the GM uses whichever table is most appropriate. If the players are staying at a tavern, the Urban table is used, and so on.

If an encounter is generated in the Safe Environ, determine which watch it occurs in by rolling 1d6. This gives a clue to the kind of business involved. A merchant seeking caravan escorts is less likely to make an approach in the dead of night. A thief intent on robbing the group is unlikely to make the attempt at high noon. This is common sense, not a hard rule. If the GM needs to adjust the group's time plot, the timing of these events may be altered.

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[2] TIMETICK

The rate at which gametime passes. The most common Timetick is the four-hour **Watch.** The first watch runs from midnight to 4 AM, the second from 4 AM to 8 AM, and so on. However, the Timetick used in any Environ may change according to the situation at GM discretion.

In crisis situations, such as combat, the Timetick is 10 seconds, regardless of Environ. Similarly, the one-minute Timetick is recommended for the Urban Environ, but this is NOT meant to imply each hour must be handled minute by minute. If characters are asleep or "killing time" inside a town, a Timetick of one watch normally suffices; if they pick a fight with some local heavies, ten-second Timeticks would be appropriate.

[3] WEATHER GENERATION

If weather is likely to be significant, a new weather report should be generated at the beginning of each watch to apply (generally) throughout the watch. Because weather patterns are regional, comprehensive weather tables are provided in each regional module. A weather report should include the data shown (table right). Meteorological effects such as snow, sleet, hail, and thunderstorms may also be generated. Once the current weather report is generated, the GM gives it to the players.

[4] ENCOUNTER GENERATION

Encounters occur instantaneously in Urban and Underworld Environs, but may be future events in others. At the beginning of each watch, the GM rolls to determine if an encounter will occur. If so, the GM then rolls 1d8 to determine in which half hour it will occur; 1d30 will generate the precise minute (if needed). If the PCs move through several different Environs, or change Environs, before the "scheduled" encounter occurs, the GM uses discretion. For generating encounters, see CAMPAIGN 11.

[5] MOVEMENT

The GM asks the players in which direction they wish to travel. Using the MOVEMENT table (CAMPAIGN 7) the GM calculates how far the party can travel, allowing for Environ, weather, and transportation mode, until the next scheduled encounter (if any) or the end of the watch. The party then moves on the GM map. The GM describes the terrain crossed to the players, who may map it.

The rates of travel given are for ONE watch of *steady* travel. Double the rates for two watches, etc, Few parties move at night, or for more than 12 hours a day.

[6] MAPS AND MAPPING

Maps are an integral part of role-playing. The *HârnWorld* mapping system has been developed specifically for FRP gaming. There are several different map types, each with a specific form and purpose.

Poetic Maps

Poetic maps are copies of actual maps in the fantasy environment. That is, a poetic map is something a character could purchase from another character or from a lexigrapher or cartographer. They are actual items in the game; if the map is lost, destroyed, or stolen, the player loses the copy. When PCs are together, they may show each other their poetic maps.

TIMETICK TABLE

Environ	Timetick
Urban	1 Minute
Rural	1 Watch (4 hours)
Wilderness	1 Watch (4 hours)
Highway	1 Watch (4 hours)
Underworld	1 Minute
River	1 Watch (4 hours)
Sealanes	1 Watch (4 hours)
Open Sea	1 Watch (4 hours)
Safe	1 Day (6 Watches)

WEATHER REPORT TABLE

SKY	Clear, Cloudy, Overcast, or Foggy
TEMPERATURE	Freezing, Cold, Cool, Warm, or Hot
WIND DIRECTION	from the N, NE, SE, S, SW, or NW
WIND FORCE	Calm, Light, Steady, Gale, or Storm
PRECIPITATION	None, Fog, Showers, or Steady Rain

NIGHT AND DAY BY SEASON

Watch ▶	1	2	3	4	5	6
Spring						
Summer						
Autumn						
Winter						

The table above shows the distribution of night and day according to season. It is most accurate at 45° latitude. At the equator, days and nights are always 12 hours long.

CHANCE OF ENCOUNTER TABLE
Roll 1d20

Environ	Timetick	Day	Night
Urban	1 Minute	16+	19+
Rural	1 Watch	14+	19+
Highway	1 Watch	17+	19+
Wilderness	1 Watch	19+	20
River	1 Watch	18+	19+
Sealanes	1 Watch	19+	19+
Open Sea	1 Watch	20	20
Underworld	1 Minute	20	20
Safe	24 Hours	20	n/a

Roll 1d20 at the beginning of each *Timetick*. If the roll is greater than or equal to the number on the table above, an encounter occurs.

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REGIONAL MAPS

Regional maps cover large areas, such as Hârn. The GM and player have different versions:

GM Regional Maps

Each *HârnWorld* regional module has one full-color GM regional map, drawn on one-cm hexpaper, showing vegetation, topography, rivers, roads, trails, and major settlements.

GM Atlas Maps

Atlas maps show many features not found on Regional Maps, including rural trails, tribal and manorial villages, mines, and small streams. Hârnic kingdoms are mapped at this scale.

Player Regional (Memory) Maps

Players may draw Regional and/or Atlas maps on blank hexpaper showing areas their characters have traveled. These are referred to as "memory maps" since they simulate the PC's memory. Players should ***not*** examine each others' memory maps.

LOCAL MAPS

A local map covers a small area of special interest, such as a village, town, or ruin. They show buildings and other details.

GM Local Maps

Black-and-white maps of cities, castles, keeps, manors, and ruins, with the important details keyed and explained.

Player Local Maps

Full color versions of the GM Local Maps with the numbers and other details excluded. The amount of detail shown is roughly equivalent to what could be perceived by an observer at the location. Whenever PCs are at the site, the player local map is laid out in plain view. Players may keep their own version as a *memory map* to record what they discover.

INTERIOR PLANS

Shows the inside of castles, keeps, taverns, temples, caverns, and other small areas, along with details such as the types and arrangement of furniture, doors, walls, stairs, etc. They may also be used to detail small outdoor areas. The scale is 1 mm = 1 foot.

GM Interior Plans

Most *HârnWorld* modules provide a selection of GM interior plans. These plans should be kept secret from the players. They show details players are supposed to discover by exploration.

Player Interior Plans

When a PC first enters an interior/area, a sheet of blank paper (or metric gridpaper) may be used to record details as they are discovered. Obvious and visible physical features may be freely given to the PCs. This is a *memory map* for permanent reference.

HârnWorld Mapping Scales

Poetic Maps: Rarely drawn to any proper scale; often quite fanciful.

Regional Map: 1 cm = 12.5 miles = 20 km = 5 Hârnic Leagues = 1 hex.

Atlas Maps: Scale varies according to the area covered.

Local Maps: 1 mm = 10 feet.

Interior Plans: 1 mm = 1 foot.

Moving the Party on Maps

A small piece of acetate with a dot in the center makes an excellent marker.

Color Local Maps

The logic behind giving the players access to a color map is simple. It's been our experience the players enjoy the game more with the color map to view. Keeping it separate from the GM map is important. The site numbers excluded from the color map ensures that players are unaware of the location of all important features.

Group Mapping and Records

In theory, every player should have a *unique* set of memory maps and be forbidden to study other players' memory maps. In practice, it is easiest for group members to specialize. One player can maintain common memory maps, another can record the group's possessions and provisions, another can keep a common player journal, etc. If someone leaves the group for a period of time, they update their personal memory maps, journal, etc. to include the common information before they go and when they return. If a new PC joins the group, all players in the existing group update their own memory maps, and start a new common set from scratch.

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CAMPAIGN TIME

In an ongoing fantasy campaign, different PCs or groups often move through time at different rates. Some groups may role-play more often than others. Some groups may get bogged down in a thirty-minute (gametime) crisis that takes an entire session to resolve, while another skips through several months of gametime. Even if the GM is handling only one group of players, they may part company (willingly or otherwise) and get separated in time.

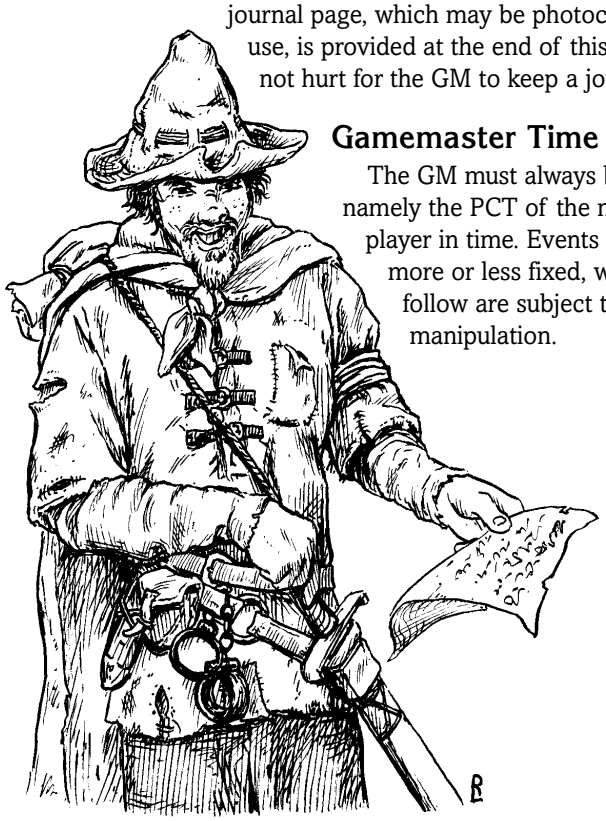
PLAYER CHARACTER TIME (PCT)

The GM must not only know where a character is in space, but also *when* the character was there in time. Each character should have a Player Character Time (PCT). Because characters with different PCTs may meet, the GM must exercise great care with time flow. If this is not done, characters with more advanced PCTs may reveal key future information to characters with less advanced PCTs.

The GM may want to keep a time chart. This simply consists of a calendar with markers representing each PC. It lets the GM tell at a glance when and where everyone is in time.

Journals

We recommend that all players keep a journal to record their last known time and place, especially if the players have more than one character. Journals are the easiest method of keeping track of PCTs, and handy to record weather reports and encounters for each watch. A sample journal page, which may be photocopied for personal use, is provided at the end of this article. It does not hurt for the GM to keep a journal as well.



Gamemaster Time (GMT)

The GM must always be aware of GMT, namely the PCT of the most advanced player in time. Events prior to GMT are more or less fixed, while events to follow are subject to GM manipulation.

Realtime & Gametime

When running a campaign, it is useful to draw a distinction between realtime and gametime. Gametime usually passes faster than realtime, sometimes slower. During mundane periods of the characters' lives, several gamemonths may pass in a few minutes of realtime; during combat or other crisis activity, five minutes of gametime can take an hour of realtime.

Manipulating Time

GMs with multiple gaming groups inevitably have to manipulate time to some extent. When glossing over periods of gametime, there should be a rationale (e.g., if an ambush has occurred, the wounded characters will need some time to recover from their wounds). If the PCs require support for the time period being glossed over, the rationale should provide it. The players are informed of background events as they occur, and are given their monthly skill development rolls (SKILLS 8). Once the group is close enough to GMT, normal play may resume.

Multiple Groups

When running more than one group, the GM should keep a time plot of all PCs, and it is best to strive to keep the PCs as close together in time as possible. When a group begins a play session, its PCT is checked. If the group is more than a month behind GMT, it should be caught up as soon as possible.

Catching up might be delayed if the group has a good reason to continue play in their current time (they are in the middle of an ambush, for example) but the GM should try to ensure the group playing has the most advanced PCT at the end of the session. It is inevitable that different groups will be spread out somewhat in time. The trick is to minimize the spread. It is easiest to catch up at the beginning of a gaming session: "Since your last session two gamemonths have passed. Here are the events that have occurred…."

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CAMPAIGN 6

FUTURE HISTORY

The current game year for all *HârnWorld* material is 720 TR. Once players begin moving through time, the GM extends the published, historical framework. Since the possibilities of future history are endless, every GM will be operating a unique version of Hârn/Kelestia; the longer the GM operates, the more unique the world will become. Players can read *HârnPlayer*, and other publications, to find out what *has* happened, but they will not know what *will* happen.

Event Generation

A campaign benefits greatly from a rich background of events independent of the activities of the PCs. We recommend GMs always have at least a year of gametime roughed out in advance of GMT. The RANDOM EVENT table (below) may be used to generate major events the players may learn of by rumor or other means. Such events may give an opportunity for adventure, and will certainly influence the lives of PCs from time to time. Players may rush off to slay some beast said to be terrorizing a village, join an army in time of war, or get caught in the middle of a plague or pirate raid. Of course, the GM is free to modify the table.

RANDOM EVENT TABLE

Spring	Summer	Fall	Winter	Event
01–02	01–03	01–02	01	**State Occasion:** State Wedding/Birth, Tournament/Contest, Visit by Dignitary
03–04	04–05	03–04	02–03	**Edict:** Inquisition/Witch Hunt, Persecution, Royal Proclamation, Scandal, Tax Levy
05–06	06–07	05–06	04–05	**Civil Unrest:** Riots/Rebellion
07	08	07	06	**Death/Illness:** Assassination Attempt, Sickness/Death of Personage
08–12	09–11	08–09	07–08	**War/Raids:** Border/Pirate/Viking Raid, Civil War, Invasion/Foreign War
13–14	12–13	10–11	09–13	**Terrorization:** Crime/Crimewave, Major Brigandage, Marauding Creature
15–16	14–16	12	•	**Epidemic:** Plague/Infestation (May Spread)
•	•	13–14	•	**Good Harvest:** Population Growth Price Collapse
•	•	15–16	•	**Poor Harvest:** Animal/Crop Blight, Famine Food Riots, Prices High
17–18	17–18	17–18	14–18	**Disaster:** Avalanche, Earthquake, Fire, Flood, Landslide, Volcanic Eruption, Meteor, Collapse/Damage to Major Bridge/Building
19-20	19-20	19-20	19–20	**Freak Weather:** Blizzard, Cold Snap, Drought, Heatwave, Hurricane, Tornado
21–22	21–22	21–22	21–22	**Multiple Events:** (Roll 1d20 twice)
23–00	23–00	23–00	23–00	**No special events**

Roll 1d100 once per game month for each important region. Distant regions may be rolled for less often.

Historical Campaigns

There is nothing to prevent the GM from having a current game year prior to 720. This provides the GM with detailed information about future events. The disadvantage is that PCs may be aware of these upcoming events since they are already in print.

Interpreting Events

Some generated events will simply not "fit" or may be unlikely given previous events. These may be ignored, or the GM may improvise alternatives or re-roll. The table generates a general event type and a few possible manifestations. When a major event is generated, it may be wise to cease rolling for the region and let the event develop over time. Some events, such as droughts or witch hunts, could reasonably last for years. The table is meant only to inspire the GM, not to dictate events. Use discretion.

Organizing Future Events

Most adventure scenarios, plot ideas, etc. can be sorted into the 11 categories given on the RANDOM EVENT table. When a particular event category is rolled, the GM can flesh out whichever idea looks the most promising and/or appropriate.

Event Calendar

A blank Event Calendar, which may be photocopied for personal use, is provided at the end of this article. It is used to record major events that have happened or will happen. It can also serve as a quick reference chart and history of one game year. Events may be recorded for as many regions as desired.

An event calendar also helps avoid the embarrassment of the GM telling one group at GMT they are smack in the middle of a rebellion, while another group passing through the same spacetime in a later session is told "all is well."

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MOVEMENT TABLE

	Terrain	Foot	Horse	Cart	Wagon
FLAT	Paved Road	5	10	5	5
	Unpaved Road	5	9	5	4
	Trail	5	9	4	3
	Cropland/Pasture	4	6	2	1
	Mixed Woodland	4	6	2	1
	Heathland	4	6	0.5	0.5
	Mixed Forest	3	4	0.5	0.5
	Needleleaf Forest	3	5	1	0.5
	Swamp	1	1	0	0
ROUGH/HILLY	Paved Road	4	9	4	4
	Unpaved Road	4	8	4	3
	Trail	4	7	2	1
	Cropland/Pasture	3	5	1	0.5
	Mixed Woodland	3	5	1	0.5
	Heathland	3	5	0.5	0.5
	Mixed Forest	2	2	0.5	•
	Needleleaf Forest	2	3	0.5	•
MOUNTAINS	Paved Road	3	6	3	2
	Unpaved Road	3	6	2	1
	Trail	3	5	1	0.5
	Cold Woodland	2	4	0	0
	Alpine Vegetation	2	4	0	0
	Mixed Forest	1	1	0	0
	Needleleaf Forest	1	2	0	0
	Ice/Snow/Rockfield	1	2	0	0

Movement rates are at GM discretion. The table is merely a guide. Rates are given in Leagues per watch, which is approximately equal to Km/hour. A Hârnic League is 2.5 miles (4 Km). Five leagues equal one hex on a regional map.

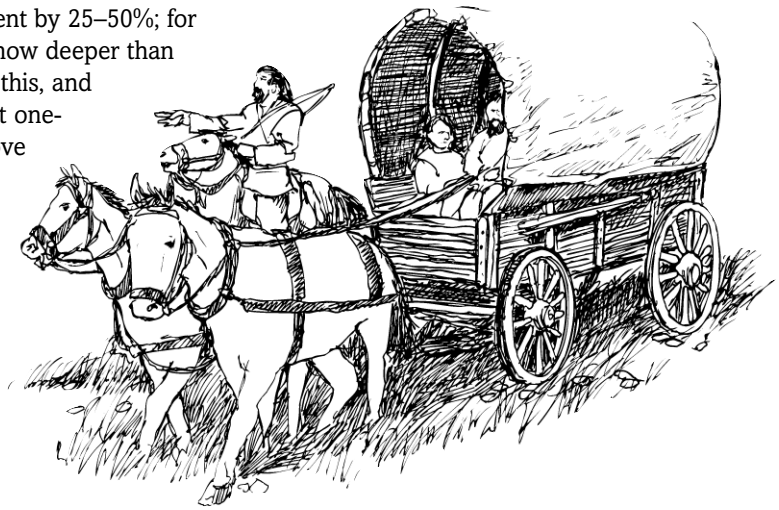
The table lists movement rates for vegetation types under three topography classes. Foot means walking at a steady pace, horse means walk/trot when mounted, and cart or wagon rates assume average (see below) loads and draft animals. Generally, pack animals move at the Foot rate.

WEATHER MOVEMENT SUMMARY	
Weather	**Reduction**
Blizzard	75–100%
Mud	50%
Rain	10–25%
Snow (Hardpack)	20%
Snow (Over Ankles)	25–50%
Snow (Over Knees)	75–100%

WEATHER MODIFICATIONS

Weather conditions modify movement rates (at GM discretion). Rain falling for two or more watches will create mud on trails and unpaved roads, reducing movement by 50%. Ground cover, such as grass or gravel, prevents mud except for very heavy rain (one or more days). If there is no mud, rain reduces movement by only 10–25%.

Snow less than knee-high slows movement by 25–50%; for roads/trails, reduce only 20% if hardpack. Snow deeper than knee-high slows movement dramatically; for this, and for blizzards, all movement should be at most one-quarter rate. Individuals wearing skis can move at Foot rate; snowshoes allow the user to move at 50% Foot rate.



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TRANSPORTATION

This section summarizes the capacities and requirements of various transport modes. Note that these are average capacities.

Porters

Human porters are not normally used on Hârn or northwestern Lythia, but are fairly common in Anzeloria (southern Lythia). Where slavery is permitted, some caravan masters include slaves/porters with their expeditions, partly to haul goods, and partly as guards. The cost of hiring a porter is 1d per day.

Foundering

Animals may move for two watches per day, but require one hour of rest, grazing, and watering after each watch of moving. If animals force march for one watch, they require two hours of rest, grazing, and watering after it. Grazing must occur in daylight hours; animals will not graze at night, but will eat fodder if provided. Expeditions sometimes carry fodder/water for their animals if grazing/water is likely to be insufficient, but this additional load must also be carried.

If the proper resting periods are ignored, or if adequate food/water is unavailable, animals are subject to foundering. A chance of foundering is given on the PACK ANIMAL table and this is a *cumulative* **daily** chance.

EXAMPLE: *with horses the foundering chance is 10% after one day without* ***any*** *food/water, 20% after the second day, and 30% after the third.*

Partial availability of food/water reduces the risk at GM discretion.

Forced Marches

A force march is moving for over two watches per day, or moving faster (25%) than normal over a watch. Force marching justifies a *foundering* roll at the end of each **watch** as applicable.

EXAMPLE: *A mounted party travels for four consecutive watches. After the third watch there is a 10% chance for the horses to founder. After the fourth watch there is a 20% chance for them to founder.*

Pack/Draft/Riding Animals

Horse: These animals are sometimes used as pack/draft animals, but are more commonly used as mounts. The load noted is for the average cob; superior or inferior animals may be modified, and GMs may wish to modify for other types of horse. Higher or lower-quality food will change the feeding requirements accordingly.

Donkey: Used mainly as as pack animals. Their daily food/water requirements and foundering chances are similar to horses.

Mule: A crossbred horse/donkey, the mule is an efficient pack animal, but almost impossible to train as a draft animal. On difficult routes, such as the Silver Way (Tashal/Azadmere) they are the most common mode of transport.

Ox: Sometimes used as pack animals, but more often as draft animals to pull wagons, carts, and plows. They are capable of pulling heavier loads than any other beast, but because of their sensitive, unshoeable hooves, they must be driven slowly and with great care.

PACK ANIMAL TABLE

Mode	Load (lb)	Daily Food (lb)	Daily Water (lb)	Daily Founder %
Porter	60	5	5	5%
Horse	240	15	80	10%
Donkey	220	15	80	10%
Mule	250	15	80	15%
Ox	300	35	100	20%
Camel	400	10	70	15%

Gorging

If pack/draft/riding animals are denied food/water for any length of time, they will tend, if either becomes available, to gorge themselves. This can result in bloating, illness, and, in extreme cases, death or incapacitation.

Heavy Water

The need for water is greater than the need for food. And water is heavy. One gallon weighs ten (10 pounds) so carrying enough is rarely practical.

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Camel: The most common beast of burden on the long-distance caravan roads of Dalkesh and Beshakan. They are often used as mounts in these areas. Their movement rate is the same as for horses. Their humps contain a fat reserve which is burned under adverse conditions. They can survive for some time with inadequate food and water, depending on load and weather conditions. Camels are notoriously ill-tempered and intractable; they will sometimes refuse to move for no apparent reason.

VEHICLES

There are dozens of different wagons used in western Lythia. For the sake of sanity, we have reduced these to two principal types: carts and wagons (defined below). Each vehicle requires a teamster and draft animals.

Cart: Defined as any two-wheeled vehicle for hauling goods. Their movement rate is generally the same as the Foot rate on roads/trails, and they can be used on rougher trails than can wagons. Carts are generally pulled by a single ox, and the load and speed given assumes this. If a pair of oxen are used, increase load by 50% but decrease speed by 10%. Horses may be used instead of oxen; for horses, decrease load by 20%, but increase speed by 50%. The chance of mechanical breakdown is 5% per watch moved. The GM may vary this based on terrain and force marching.

Wagon: Defined as any four-wheeled vehicle for hauling goods. Wagons can only be used on the best of roads; they are almost useless for off-road travel. Wagons are generally drawn by two oxen, and the load/speed given assumes this. If four oxen (never three) are used, or horses are used instead of oxen, percentage adjustments to load/speed are the same as for carts. The chance of mechanical breakdown is 8% per watch moved.

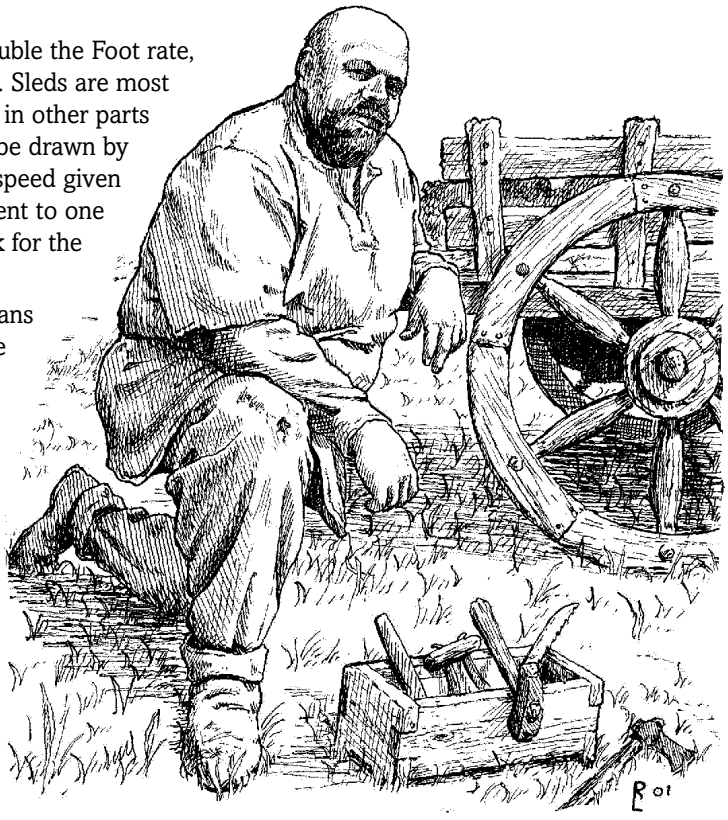
Sled: Under snow/ice conditions, sleds move at double the Foot rate, but are, of course, useless without such conditions. Sleds are most commonly used in Ivinia and Altland, but are seen in other parts of Lythia when the climate is favorable. Sleds can be drawn by any draft animal, often by trained dogs. The load/speed given assumes a team of six dogs and is roughly equivalent to one horse in food/water requirements. GMs may check for the team as a whole or for individual dogs as desired.

Barges: Ships and barges are the most efficient means of transport when their use is possible, roughly five times as efficient as land transport. In western Lythia, barges are extensively used for moving goods on navigable rivers. The load capacity of a vessel is (roughly) equal to the square of its length (in feet) x 50 pounds. The common river barge, about 30 feet in length, could carry about 45,000 pounds (22.5 tons) of cargo. Barge movement rates depend on the speed of the current and whether the barge is floating downstream or being pulled upstream. Detailed maritime movement rules are provided in *Pilots' Almanac*.

VEHICLE TABLE

Mode	Load (lb)	Chance of Mechanical Breakdown per Watch
Cart	2,500	5%
Wagon	8,000	8%
Sled	2,000	2%
Barge	50 x length ^{2}	•

NOTE: Higher Quality vehicles are less prone to breakdown. See Product Quality table on SKILLS 20. A +1 Cart, for example, could have a 4% chance of breakdown.



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CARAVANS AND BAGGAGE TRAINS

The major caravans of Hârn and elsewhere are operated by specialist members of the Mercantyler's Guild known as Caravan Masters. Most are ex-military officers who have demonstrated some skill at getting the job done. They organize all aspects of a caravan and its journey. They are responsible for hiring teamsters and guards; deciding who joins a caravan; establishing departure dates, camp sites, etc. They have the power to abandon goods (and their owners) if their presence is deemed hazardous to the caravan.

Assuming the Caravan Master does not wish to split the caravan up, the movement rate of any caravan is that of its slowest member. When caravans force march, or cannot provide adequate food and water for their livestock, rolling for individual animals is not practical. If the expedition force marches, it has a 50% chance per day of taking 1d3 percent losses in livestock/wagons. In the event of food/water shortage, caravans lose 1% of livestock after one day, 2% after two days, 4% after three days, 8% after four days, etc.

Joining a Caravan

Mercantylers pay a fee to be included in a caravan. The fees given assume the mercantyler provides food, transportation, etc. Some caravan masters own carts, wagons, and pack animals which they will lease for double or triple fees, but this includes the fee to join the caravan. Most caravan masters will allow individuals who are not mercantylers to join a caravan for double the normal fees, perhaps for free if the traveler agrees to "work the passage" with mercenary assistance.

The CARAVAN FEES table (sidebar) shows standard fees (one-way) between major Hârnic towns. Fees charged for wagons/carts include oxen/horses to pull them. For other caravans, or partial routes, it can be assumed the fee per 20 Km (one hex on a regional map) is Wagon: 6d, Cart: 3d, Horse: 2d, and Person: 1d.

CARAVAN FEES TABLE

Caravan	Wagon	Cart	Horse	Foot
Golotha/Tormau	30d	15d	10d	5d
Coranan/Aleath	24d	12d	8d	4d
Coranan/Golotha	24d	12d	8d	4d
Coranan/Shiran	24d	12d	8d	4d
Coranan/Tashal	96d	48d	32d	16d
Tashal/Azadmere	48d	24d	16d	8d
Tashal/Burzyn	42d	21d	14d	7d
Burzyn/Thay	48d	24d	16d	8d
Tashal/Leriel	60d	30d	20d	10d
Leriel/Geldeheim	36d	18d	18d	9d
Other (Per Hex)	6d	3d	2d	1d

FREIGHT RATES

Some teamsters and ship owners offer freight service of goods between two points. They will generally join caravans/convoys when practical. Freight rates are expensive due to the poor roads and the high risks involved in moving goods by land or sea. As a general guide, it can be assumed the freight rate per five (5) leagues (one hex on a regional map) is 1d/100 lb by land transport and 1d/500 lb by water transport.

TOLLS

Tolls may be levied by anyone who thinks they can be collected. Travelers passing through the smallest village, or the range of any tribe, may be challenged and ordered to pay a "toll." Such unofficial tolls may be avoided if the travelers are well armed. Throughout civilized Lythia, various authorities have established official tollhouses on major highways and caravan routes. Such tolls can vary, but standard rates are shown on the table (right).

TOLL RATES TABLE

0.25d	Per Person afoot
1.00d	Per Horse/Mule
0.25d	Per Sheep/Goat
0.50d	Per Ox/Cow
0.25d	Per Cart *
1.00d	Per Wagon *

* Draft animals extra, one teamster free.

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ENCOUNTERS

The following tables may be used when the CHANCE OF ENCOUNTER table (CAMPAIGN 3) indicates an encounter has occurred. The Environ (CAMPAIGN 2) determines which encounter table to use. Numbers in square brackets [ ] indicate subtables which generate additional information, activities, etc.

ENCOUNTER TIMING

Generated encounters can be scheduled to the nearest minute. If the Timetick is a watch, roll 1d8 to determine in which half hour the encounter will occur; 1d30 will generate the precise minute (if needed). In the Safe Environ, generate watch by rolling 1d6.

INITIATIVE

When two parties meet, AWARENESS can be used to determine which sees the other first. If the PC group spots the encounter first, they may have time to evade, lay an ambush, etc.

ATTITUDE

Some creatures are inherently hostile, but most exhibit varied behavior. Most animals are wary of humanoids and will avoid encountering them unless they are very hungry or feel threatened (it's been said a bear does not attack unless provoked, but it is, of course, the bear who decides what is and is not a provocation).

If the GM is unsure how encountered creatures should behave, attitude may be randomized with 1d100; the higher the roll the "friendlier." For some beasts, the friendliest thing they will do is simply go away.

USEFUL ENCOUNTERS

Only *significant* encounters are detailed to the players. Scores of people may be *seen* while walking through a busy marketplace, but only a few are likely to interact with the PCs. A generated encounter is assumed to be at least potentially significant.

Examples of Significant Encounters

- A direct attack on the PCs by an angry bear is always significant.
- A wild deer wandering through camp may only be significant if the characters need food.
- A peddler may not represent a threat, but the characters may desire the peddler's wares.
- A cleric met on a town street will probably take no notice of a PC; but, in the wilderness, may wish to converse.

URBAN ENCOUNTERS

Lawful		Lawless		
Day	**Night**	**Day**	**Night**	**Encounter**
01	01	01–02	01–03	Beggar/Cripple/etc. [1]
02	02	03	04	Cartographer/Artist [1]
03–07	03–07	04–08	05–09	Cleric/etc. [4]
08–09	08	09	10	Crier (news/edict/etc.)
•	09	10	11–12	Dog/Rats [11]
10–11	10	11	13	Servant/Cook/etc. [1]
12–25	11–13	12–20	14–15	Farmer/etc. [6]
26–30	14	21–24	16	Fisherman/monger [1]
31–33	15	25–27	17	Foreigner (Reroll)
34–55	16–26	28–42	18–27	Guildsman [3]
56–57	27	43–44	28	Hunter/Trapper/etc.[1]
58	28–32	45–47	29–34	Items from window...
59–63	33–44	48–58	35–54	Lia–Kavair [3a/5]
64–68	45	59–62	55	Laborer/etc. [1]
69–78	46–61	63–70	56–61	Military [8]
79–83	62	71–76	62–63	Mob/Crowd/Assembly [2]
84–85	63	77–78	64	Noble/Personage [7]
86–88	64	79–80	65	Local Official [9]
89	65	81	66	Mercantyler [1/3a]
90	66–67	82–84	67–69	Pimp procuring/etc.
91	68–77	85–88	70–75	Prostitute
92	78–81	89	76–77	Ratter/Scavenger [1]
•	82–83	90	78–86	Street Ruffian [1/5]
93	84	91	87	Scribe/Scholar [1]
94	85–86	92–93	88	Slaver–Mercantyler [1]
•	87–91	94	89–91	Street Cleaner
95	92	95	92	Teamster [1/3a]
96	93	96	93	Toymaker [1]
97	94	97	94	Unguilded Peddler [1]
98	95–99	98	95–99	Unguilded Criminal [5]
99–00	00	99–00	00	Urchins/Children [1/2]

RURAL ENCOUNTERS

Lawful		Lawless		
Day	**Night**	**Day**	**Night**	**Encounter**
01–05	01–02	01–05	01–02	Local Lord/escort [1/8/10]
06–55	03–20	06–50	03–20	Farmer/etc. [6]
56–60	21–40	51–55	21–35	Forester [1]
61–62	41–60	56–65	36–60	Poacher/Hunter [1]
63–75	61–70	66–75	61–70	Reroll as Highway
76–95	71–90	76–90	71–85	Reroll as Urban
96–00	91–00	91–00	86–00	Reroll as Wilderness

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CAMPAIGN 12

HIGHWAY ENCOUNTERS

Lawful		Lawless		
Day	Night	Day	Night	Encounter
01–25	01–60	01–30	01–70	Reroll as Wilderness/Rural
26–35	61–63	31–35	71–72	Reroll as Urban
36–45	64–65	36–40	73–74	Journeyman [3b]
46–55	66	41–50	75	Caravan with Escort
56–60	67–68	51–53	76	Peddler/Mercantyler [1/3b]
61–65	69–70	54–57	77–79	Cleric/etc. [4]
66–70	71–80	58–60	80–81	Forester [1]
71–80	81–85	61–70	82–83	Soldiers on Patrol
81–85	86–94	71–90	84–94	Brigands/Highwayman [1]
86–90	95–96	91–95	95–96	Military [8]
91–95	97–98	96–97	97	Personage [7]
96–00	99–00	98–00	98–00	Adventurer [10]

WILDERNESS ENCOUNTERS

Day	Night	Encounter
01–20	01–15	Tracks/Spore/Sounds (Reroll)
21–45	16–45	Local Tribe/patrol/etc.
46–47	46–48	Wild Dog/wolf/etc. [11]
48–49	49–51	Mountain Lion/Wild Cat/etc. [11]
50–51	52–53	Ursine: Bear [11]
52–54	54–55	Stag/Deer/Hind/etc. [11]
55	56–57	Wild/stray Cattle/etc. [11]
56–57	58–59	Wild/stray Sheep/goats/etc. [11]
58–59	60–61	Wild/stray Boar/pig/etc. [11]
60–61	62	Avian: Eagle/hawk/falcon/etc. [11]
62	63	Equine [11/12]
63	64–66	Reptile [13/11]
64	67–69	Ivashu [15/11]
65	70–73	Ethereal [16]
•	74–75	Dryad (Forest only)
66–82	76–79	Human Adventurer [10]
83	80–88	Gargun (Wandering Band) [1/10]
84–85	89	Khuzdul Adventurer [10]
86	90–91	Sindarin Adventurer [10]
87–88	92	Geomorphic: Landslide/Bog/etc.
89–90	93	One/more of party gets lost
91–92	94	Spoilage/loss of Food/etc.
93–94	95	Lame Horse or Equipment Loss/failure
95–96	96–97	Sickness/Food Poisoning/etc.
97–98	98	Mutiny/Dissent/Argument/etc.
99	99	Plant Hazard (poison ivy/etc.)
00	00	Slime/Mold/Fungus [14]

MARITIME ENCOUNTERS

River	Sealane	Open	Encounter
01–34	01–25	01–05	Local Fishing Boat
35	26–30	06–08	Foreign Fishing Boat
36–65	31–55	09–22	Local Merchantman
66–75	56–65	23–29	Foreign Merchantman
76–80	66–70	30–40	Pirate/Privateer/etc.
81–84	71–74	41–44	Local Warship
85	75	45	Foreign Warship
86–90	76–80	46–59	Mutiny/Dissent/Argument
91–94	81–82	60	Maelstrom/Freak Current
95–96	83–84	61–62	Fire on Board
97–98	85–86	63–65	Equipment Failure
99	87–90	66–70	Food and/or Water Spoilage
•	91	71–72	Killer Whale (Orca)
•	92–94	73–77	Dolphin/Porpoise
•	95	78–81	Gray/finback/sperm Whale
•	96	82–84	Humpback/bowhead Whale
•	97–98	85–90	Right Whale/Narwhal
•	99	91–98	Seal/Walrus/Sealion
00	00	99–00	Sea Monster or Water Monster

UNDERGROUND ENCOUNTERS

1d100	Encounter
01–10	Tracks/Spore/Sounds (Reroll)
11–40	Resident Creatures (as applicable)
41–55	Reroll as Wilderness (as applicable)
56–65	Gargun (wandering band) [10]
66–70	Reptiles: Snake/dragon/etc. [13]
71–78	Ivashu [15]
79–85	Ethereal: Ghost/demon/etc. [16]
86–90	Cave–in/Bad floor/etc.
91–92	One/more of party gets lost
93	Failure/loss of Equipment
94–95	Mutiny/Dissent/Argument
96–98	Slime/Mold/Fungus [14]
99–00	Other/unique Creature (GM discretion)

Day	Night	SUBTABLE 1: General Activities
01–20	01–24	Eating/Drinking/Gambling/etc.
21–25	25	Going to/from Market/church/work
26–30	26–30	To/from Visiting Friends/etc.
31–35	31–35	Seeking/offering Directions
36–40	36–40	Seeking/offering Services
41–45	41–75	Camping/seeking Lodgings/etc.
46–55	76–85	Offering Employment
56–85	86–90	Working/Looking for Work/etc.
86–90	91–96	Escaping the Law/service/etc.
91–95	97–98	On Errand/Bearing Message
96–00	99–00	Seeking/in a Duel/fight/etc.

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SUBTABLE 2: Mobs & Crowds		
Day	**Night**	**Activities**
01–05	•	Auction/Impromptu Market/sale
06–10	01–10	Brawl/Looting/Rioting
11–15	11–15	Fight/Boxing Match/Duel
16–20	16–20	Hue and Cry
21–35	21–35	Juggler/Acrobat/Jester/Fool
36–40	•	Mob Sport: Soccer/greased pig/etc.
41–55	36–50	Musician/Bard/Singer
56–60	51–55	Edict/Proclamation/Spectacle
61–70	56–60	Play/Puppet Show/Animal Show
71–75	61–67	Political Orator/Debate
76–80	68–82	Procession/Funeral/etc.
81–85	83–87	Public Execution [Crime: 5]
86–90	88–97	Public Punishment [Crime: 5]
91–00	98–00	Religious Sermon/Orator/Debate [4]

SUBTABLE 3: Guilds					
Urban	**Other**	**Guild**	**Urban**	**Other**	**Guild**
01	01	Apothecary	41–49	25–31	Mercantyler
02	02	Alchemist	50–59	32–41	Metalsmith
03	03	Astrologer	60–61	42–59	Miller
04–05	04	Chandler	62	60–69	Miner
06	05–06	Charcoaler	63–66	70–72	Ostler
07–12	07–08	Clothier	67	73	Perfumer
13	09	Courtesan	68–69	74	Physician
14	10	Embalmer	70	75	Pilot
15	11	Glassworker	71–78	76–79	Potter
16–17	12	Harper	79–80	80–81	Salter
18	13	Herald	81	82	Seaman
19–23	14–16	Hideworker	82	83	Shek–Pvar
24–27	17–18	Innkeeper	83	84	Shipwright
28–29	19	Jeweler	84	85	Tentmaker
30	20	Lexigrapher	85	86	Thespian
31–35	21	Litigant	86	87–89	Timberwright
36	22	Locksmith	87–89	90	Weaponcrafter
37–40	23–24	Mason	90–00	91–00	Woodcrafter

3a Guild Rank		3b Guildsman Activity	
01–20	Apprentice	01–30	At/seeking work
21–65	Journeyman	31–40	On errand
66–80	Bonded Master	41–50	Seeking materials
81–95	Freemaster	51–55	Seeking employees
96–99	Syndic	56–65	Delivering goods
00	Guildmaster	66–00	Other [1/10]

SUBTABLE 4: Clerics	
01–15	Acolyte/Novice
16–30	Mendicant Lay-brother/sister
31–40	Mendicant Friar/etc.
41–60	Deacon(ess)/etc.
61–70	Mendicant Priest(ess)
71–85	Temple Priest(ess)
86–96	High Priest(ess) with attendants
97–99	Bishop(ess) with attendants
00	Primate/Pontiff/Archbishop(ess)
1d100	**4a Clerical Activity**
01–10	Ministering flock/Dispensing alms/etc.
11–15	Inspecting Church Property/lands/etc.
16–20	Preaching/About to Preach/etc.
21–30	Meditating/Praying/etc.
31–40	Seeking Victims for Rituals/etc.
41–50	Inquisiting after Heretics/apostates/etc.
51–60	Begging/soliciting Alms (as applicable)
61–65	On Pilgrimage
66–00	Non–Church–Related Activity [1]

SUBTABLE 5: Criminals		
Day	**Night**	**Activity**
01–10	01–10	Collecting Extortion/etc.
11–15	11	Collecting Dues/Patrolling/etc.
16–35	12–13	Pursecutting/Stalking a Mark/etc.
36–45	14–20	Con Job/Gambling/Touting/etc.
46	21–45	Burgling/Casing Job/etc.
47	46–60	Moving/smuggling Goods/contraband
48	61–62	Assassin Stalking Prey/etc.
49–00	63–00	Non–Criminal Activity [1/3b]

SUBTABLE 6: Peasant & Rural Folk		
01–20		Serf/Poor Thrall
21–45		Half–Villein/Average Thrall
46–70		Villein/Wealthy Thrall
71–75		Reeve (Chief Serf/Thrall)
76–80		Farm Worker (Freeman)
81–90		Freehold (Tenant) Farmer
91–95		Yeoman (Freehold Farmer)
96		Thatcher
97–98		Woodcutter/Iceman
99–00		Forester
Day	**Night**	**6a Peasant Activity**
01–05	01–15	Running Away (seeking protection?)
06–30	16–20	Traveling to/from Work/market
31–70	21–25	At Work (Making/selling Goods)
71–85	26–30	Herding Livestock (as applicable)
86–00	31–00	At Leisure (non–work–related) [1]

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SUBTABLE 7: Nobles/Personages	
01–75	Enfoeffed Knight/Patrician
76–85	Grandmaster/officer of Fighting Order
86–95	Duke/Earl/Baron/Great Patrician/etc.
96–00	King/Emperor/Tribal Chieftain/etc.

SUBTABLE 8: Military Encounters		
01–50		Local Garrison/guard/patrol/etc.
51–60		Militiaman
61–75		Legionnaire/Man at Arms
76–84		Mercenary
85–88		Naval Seaman/Marine (as applicable)
89–93		Gladiator (Free)
94–00		Knight–Bachelor (Landless)
Day	**Night**	**8a Military Activities**
01–45	01–60	On Guard/patrol
46–50	61–65	Bearing Message/Moving Cargo
51–60	66	Training/on Maneuvers/etc.
61–65	67–69	Recruiting
66–70	70	Investigating Crime/etc.
71–80	71–75	Seeking Employment
81–95	76–95	Off Duty [1]
96–00	96–00	Absent Without Leave [1]

SUBTABLE 9: Officials	
01–20	Bailiff/Sheriff/Constable
21–55	Mayor/Alderman/Town Bureaucrat
56–70	Judge/Magistrate/Royal Official
71–80	Gaoler/Executioner (with prisoners?)
81–00	Reeve/Inquisitor
9a Official Activities	
01–25	Collecting/assessing Taxes
26–60	Inspecting Businesses/Public Works/etc.
61–75	Investigating Crime
76–00	Off Duty [1]

SUBTABLE 10: Adventurers		
Day	**Night**	
01–05	01–70	Camping/seeking Accommodations/etc.
06–23	71–72	Exploring/seeking Adventure
24–58	73–74	Questing/Crusading/Geas/etc.
59–63	75–76	Seeking Directions/protection
64–70	77–86	Escaping Persecution/the Law/etc.
71–80	87–93	Hunting Criminals/runaways/game
81–90	94	Escorting Cargo/treasure/etc.
91–93	95–96	In Distress/Under Attack/etc.
94–96	97–98	Caring for Wounded/dead
97–98	99	Preparing/springing Ambush/etc.
99–00	00	Dividing Loot after Fight/etc.

SUBTABLE 11: Animal Activities	
01–50	Sleeping/Hibernating/Dormant
51–85	Stalking/Hunting or Fleeing Predator
86–00	Eating Kill/Grazing/Foraging/Hunting/etc.

SUBTABLE 12: Equines	
01-95	Wild Horse/Pony [11]]
96	Centaurin [1/11]
97	Unicorn [11]
98–99	Hirenu (Hippogriff) [11]
00	Unique/rare Equine (GM discretion)

SUBTABLE 13: Reptiles	
01–10	Ordinary Reptile/lizard [11]
11–50	Ordinary Snake (non-poisonous) [11]
51–80	Ordinary Snake (poisonous) [11]
81–90	Ordinary Snake (constrictor) [11]
91–96	Yelgri (Harpy) [11]
97–99	Wyvern/Ilme (as applicable) [11]
00	Dragon [11]

SUBTABLE 14: Fungus/Slime	
01–35	Langlah (Gray Ooze)
36–65	Lurishi (Ochre Mold)
66–95	M'nogai (Green Slime)
96–00	Unique/rare Fungus/Slime

SUBTABLE 15: Ivashu		
Day	**Night**	
01–25	01–15	Aklash (the Vessel of Choking Wind) [11]
•	16–40	Hru (the Rock Giant) [11]
26–50	41–65	Nolah (Hârnic Troll) [11]
51–60	66–75	Umbathri (Gargoyle)
61–95	76–95	Vlasta (the Eater of Eyes) [11]
96–00	96–00	Unique/rare Ivashu (GM discretion)

SUBTABLE 16: Ethereals		
Day	**Night**	
01–15	01–10	Elmithri/Water Sprite/Water Elemental/etc
16–50	11–20	Asiri/Aulamithri/Air Elemental/etc.
51–60	21–30	Earth Elemental (as applicable)
61–70	31–40	Fire Elemental (as applicable)
71–84	41–60	Shade/Ghost/Astral Entity/etc.
85	61–70	Amorvrin ("Free" Undead)
•	71–80	Gulmorvin ("Enslaved" Undead)
86–90	81–90	Possessed Entity/Golem/Zombie/etc.
91–95	91–95	Demon/demigod (as applicable)
96–00	96–00	Unique/rare Ethereal (GM Discretion)

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JOURNAL CAMPAIGN 15

YEAR	MONTH

DAY	1st Watch 0:00 to 04:00	2nd Watch 04:00 to 08:00	3rd Watch 08:00 to 12:00	4th Watch 12:00 to 16:00	5th Watch 16:00 to 20:00	6th Watch 20:00 to 0:00
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CAMPAIGN 16 EVENT CALENDAR

YEAR

LOCATION ▶ _____ _____ _____ _____ _____ _____

SPRING	**NUZYAEL**						
	PEONU						
	KELEN[1]						
SUMMER	**NOLUS**						
	LARANE						
	AGRAZHAR						
AUTUMN	**AZURA**						
	HALANE						
	SAVOR						
WINTER	**ILVIN**						
	NAVEK						
	MORGAT						

LOCATION: Record generated events for various sizes of regions [kingdom, shire, town areas] as needed.

1. Ivinians call this month ***Saraju.***

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There is no limit to the amount of information players may request about treasures they acquire, or would like to acquire. This section includes GM procedures to determine the color, texture, size, and shape of such items. Also included is information about the most common items of a magical or divine nature.

The Values of Items

Both valuable and mundane items may be generated. Value is relative and always difficult to ascertain without the necessary appraisal skills (see SKILLS 7). PCs may have no idea of the value of "treasure" they find.

Treasure Register

The GM should maintain a secret register of all "treasure" found by PCs. Any item whose nature, value, or powers are unknown by the players should be included with a unique registration number. The GM may generate and record information only as needed or discovered. When players are dealing with a number of items, it is easy to try to use an item they have no longer have. Thus, when an item is lost or sold, the GM notes this in the register to prevent this kind of error from occurring.

Treasure Age

The GM may have an idea of an item's age from its design or location, but some items could reasonably be of any age. If random age generation is needed, the TREASURE AGE table (right) may be used.

Treasure Condition

Neglect and decay can take a terrible toll on a hoard. Many found items are encrusted with grime and/or in poor condition. Even enchanted artifacts may be broken. The decay of artifacts may be slowed or prevented if they are made of noble metals or stored in a dry location. Artifact condition may be determined with the TREASURE CONDITION table (right) under *Found* (lost or abandoned) or *Person* (personal possession) as appropriate. Interpretation of the result depends on the type of item; a jeweled bracelet in poor condition may have had its gems removed, and so on. The GM may adjust the 1d100 roll to reflect the time since the item was lost, how it has been stored, and so on. Written works have their own condition table (TREASURE 8).

Hoards

The rumor of a fabled hoard can spur characters to overcome great adversity to find it. Of course, finding a hoard is one thing, keeping it is another. Hoards may also be chanced upon.

To generate a hoard, determine its general nature and size. Use the Personal Possessions Tables following as guides, and generate specific items as desired.

TREASURE AGE

01–75	**Modern**—6th to 8th century TR (1d3+5)
76–87	**Middle**—1st to 5th century TR (1d5)
88–91	**Ancient**—1st to 12th century BT (1d12)
92–95	**Codominium**—13th to 70th century BT (3d20+10)
96–97	**Pre-Khuzan**—71st to 100th century BT (1d30+70)
98	**Lost Years**—101st to 150th century BT (1d50+100)
99–00	**Earthmaster**—151st to 200th century BT (1d100+150)

TREASURE CONDITION

Found	Person	Condition
01–20	**01**	**Broken/Decayed** (unrecognizable?)
21–60	**02–03**	**Poor** (corroded, pieces missing, etc.)
61–80	**04–10**	**Fair** (needs repair and/or cleaning)
81–95	**11–90**	**Good** (may need cleaning, etc.)
96–00	**91–00**	**Excellent** (as new)

Note: *Written Works* have their own condition table (see Treasure 8).

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PERSONAL POSSESSIONS

The PERSONAL POSSESSION tables (right) are used to randomly generate items carried by individuals. At need, the GM assigns encountered individuals to one of the categories. The tables are intended for humans, but can be used for Sindarin and Khuzdul with or without modification. Gargun would be classified as Hunters/Tribesmen. Generally, only sentient creatures have any items. If someone fits more than one category, roll for the higher chance. It is best to generate possessions as soon as the individual is encountered. Persons with defensive weapons or artifacts tend to use them to defend themselves, provided they understand their use and nature.

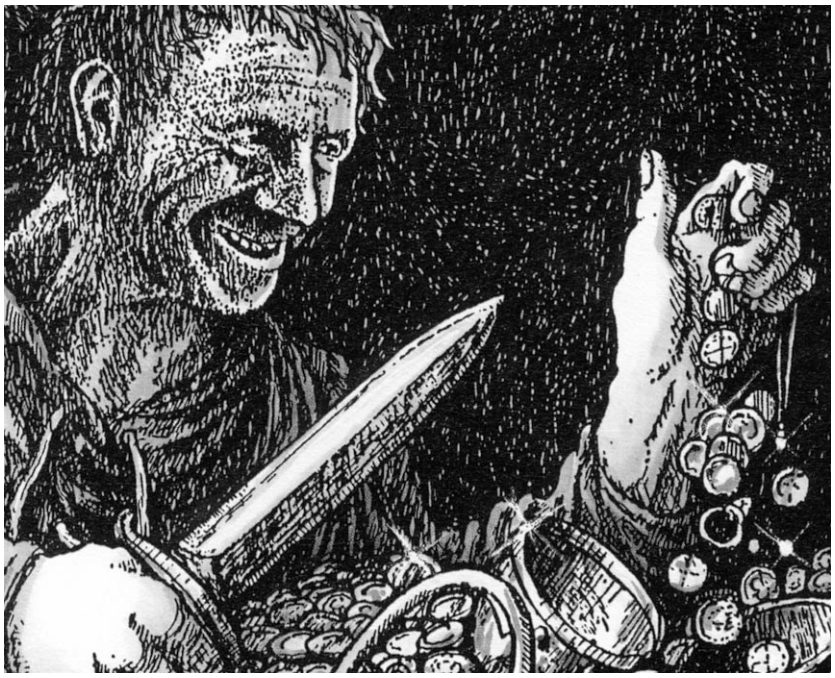
The listed categories are checked for each individual. Two numbers are given in each category. The first number is the percentage chance the individual possesses such items. The second number indicates the die roll to determine the number of such items. There are sub-tables for some categories to be found on the page indicated.

Clothing/Armour

The entry for clothing indicates the garb normally worn by the individual. Wealthier persons usually have better garments. Clothing may vary according to current activities, time of year, and weather. Second-hand garments usually sell at 30–60% of cost. The clothing of deceased individuals may be damaged with cuts and bloodstains. Clothing may be supplemented by armour. Whether an individual is wearing armour depends on how much they anticipate getting into a fight.

Silver/Gold

The number of drams of silver (usually in coin form) carried in a moneypurse or moneybelt. A silver penny weighs one dram. Some individuals may also carry gold, one ounce crowns (each worth 240 pence). The type of coin/ingot depends on locale and GM discretion.



ALCHEMIST	
Clothing: robe/hose	
Armour (p11)	5%:1d3
Silver (pence/drams)	90%:7d6
Gold (crowns/ounces)	25%:1d3
Gems/Jewelry (p5)	10%:1d3
Weapons (p11)	10%:1d4
Written Works (p8)	70%:1d4
Potions/Elixirs (p4)	90%:1d8
Artifacts (p18)	30%:1d3

SCHOLAR/MAGE	
Clothing: gown/hose	
Armour (p11)	5%:1d2
Silver (pence/drams)	90%:9d6
Gold (crowns/ounces)	25%:1d3
Gems/Jewelry (p5)	10%:1d3
Weapons (p11)	10%:1d4
Written Works (p8)	75%:1d6
Potions/Elixirs (p4)	20%:1d8
Artifacts (p18)	40%:1d3

CLERIC (Adjust per Religion)	
Clothing: robe/hose	
Armour (p11)	10%:1d3
Silver (pence/drams)	90%:6d6
Gold (crowns/ounces)	20%:1d3
Gems/Jewelry (p5)	5%:1d3
Weapons (p11)	20%:1d3
Written Works (p8)	40%:1d6
Potions/Elixirs (p4)	30%:1d3
Artifacts (p18)	10%:1d3

BRIGAND/OUTLAW	
Clothing: tunic/leggings	
Armour (p11)	65%:1d4
Silver (pence/drams)	75%:1d6
Gold (crowns/ounces)	5%:1d3
Usurers' Notes	2%:1d2
Gems/Jewelry (p5)	15%:1d3
Weapons (p11)	95%:2d2
Written Works (p8)	1%:1d3
Potions/Elixirs (p4)	5%:1d3
Artifacts (p18)	1%:1d2

HUNTER/TRIBESMAN	
Clothing: tunic/leggings	
Armour (p11)	35%:1d4
Trade Goods (furs/hides/etc.)	50%:2d6
Silver (pence/drams)	20%:3d6
Gold (crowns/ounces)	2%:1d2
Gems/Jewelry (p5)	1%:1d3
Weapons (p. 11)	85%:1d4
Written Works (p8)	1%:1d2
Potions/Elixirs (p4)	10%:1d3
Artifacts (p18)	1%:1d2

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Usurers' Notes

Notes appear to the illiterate as small "scrolls." Each should be assigned a place of origin. Value may be determined by rolling 1d100 x 10d (at GM discretion). There are two basic kinds of notes: (1) bearer notes which may be traded by anyone, and (2) personal notes which may only be redeemed by the individual to whom they are issued. About 90% are bearer notes.

Gems/Jewelry

Most jewelry consists of items habitually worn by the individual. This depends on the location of the encounter; few people wear their best jewelry on camping trips, but may carry loot, trade goods, etc.

Trade Goods

The type of trade goods a mercantyler is likely to carry depends on the mercantyler's party size, culture, and encounter location. A solitary trapper may only have a few furs; a large merchant caravan may carry tons of luxury goods. For inspiration, roll for each item on the NPC OCCUPATION GENERATION table (CHARACTER 17).

Miscellaneous Items

Most characters habitually carry the following items upon their persons:

- Tinderbox/Flint and Steel/etc.
- Keys (depends on wealth/etc.)
- Knife (tool, not a weapon)
- Professional Tools (as applicable)
- Credentials: persons tend to carry proof of status, if they have any. Guildsmen carry documents or badges proving their membership, and so on.

Camping/Exploring Equipment

Individuals on an expedition generally have some of the following equipment. Use discretion.

- Alcoholic Beverages (ale/wine/etc.)
- Backpacks/Sacks/Bags
- Blanket/Bedroll (quality varies by status)
- Climbing Gear (spikes/grapple/ropes)
- Cooking Equipment (pots/pans/salt/etc.)
- Fishing Gear (hook/line/net)
- Hatchet/Woodaxe/Wood Saw
- Lantern/Oil/Torches
- Provisions (fresh/salted/dried rations/etc.)
- Snares/Traps
- Spare Clothes, Sewing/Repair Kits
- Staff/Walking Stick (probably self-made)
- Tent/Tarpaulin (usually carried only by groups)
- Waterskin/Waterbottle

LIA-KAVAIR (Thief)	
Clothing: tunic/hose	
Armour (p11)	5%:1d2
Silver (pence/drams)	90%:8d6
Gold (crowns/ounces)	10%:1d3
Usurers' Notes	10%:1d3
Gems/Jewelry (p5)	25%:1d6
Weapons (p11)	75%:1d3
Written Works (p8)	5%:1d3
Potions/Elixirs (p4)	5%:1d2
Artifacts (p18)	5%:1d3

MERCANTYLER	
Clothing: gown/tunic/hose	
Armour (p11)	5%:1d2
Trade Goods	80%:3d6
Silver (pence/drams)	90%:9d6
Gold (crowns/ounces)	35%:1d6
Usurers' Notes	90%:1d8
Gems/Jewelry (p5)	35%:1d6
Weapons (p11)	20%:1d2
Written Works (p8)	30%:1d3
Potions/Elixirs (p4)	10%:1d2
Artifacts (p18)	5%:1d2

VAGRANT/BEGGAR	
Clothing: tunic/hose/rags	
Silver (pence/drams)	10%:1d8
Gold (crowns/ounces)	1%:1d2
Gems/Jewelry (p5)	1%:1d2
Weapons (p11)	2%:1d2
Written Works (p8)	2%:1d2
Potions/Elixirs (p4)	2%:1d2
Artifacts (p18)	1%:1d2

WARRIOR/NOBLE (adjust for wealth)	
Clothing/Armour at GM discretion	
Steed/Warhorse	85%:1
Armour (p11)	99%:2d6
Silver (pence/drams)	90%:7d6
Gold (crowns/ounces)	30%:1d3
Usurers' Notes	10%:1d6
Gems/Jewelry (p5)	15%:1d3
Weapons (p11)	99%:2d3
Written Works (p8)	10%:1d3
Potions/Elixirs (p4)	10%:1d2
Artifacts (p18)	5%:1d3

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POTIONS & ELIXIRS

A potion/elixir may be defined as any substance designed to be applied to the body internally or externally, or which looks like it may be meant for such a purpose. There are infinite possibilities in this category.

The same potion may vary in appearance, and potions that appear identical may have vastly different effects. Variations may be randomly determined by means of the tables (right). Fill in details as to dosage and specific effect as desired. Most potions tend to lose their potency with age, although magic may preserve effects in some cases.

Common Potions/Elixirs

Healing: *Kargele* consists of golden leaves wrapped around a few, small, brown seed pods. The leaves smell like brandy. A patient who eats the leaves and seeds will fall into a deep sleep for 20–50 hours. While asleep, the patient receives a 20 point bonus to all Healing Rolls. The patient wakes up with a voracious appetite because 10% of the patient's body mass is burned up by the potion. Kargele is widely used by the Church of Peoni.

Anesthetic and Disinfectant: *Berelik* is a greenish-yellow, oily paste which is spread lightly over an open wound. It will deaden the pain of a minor wound for four hours, a serious wound for two hours, or a grievous wound for one hour. The chance of the wound becoming infected is halved. Aftereffects include numbness for 6–10 hours and lethargy (1d6 Fatigue Levels).

Hallucinogen: *Fanosel* consists of clear crystals. When mixed in a liquid, the drinker will, within 5–15 minutes, experience euphoria, delusions of grandeur, and reduced inhibitions for 2–6 hours. Aftereffects include depression and irritability. Fanosel is outlawed in all civilized countries because it is highly addictive and continued use leads to personality disintegration.

Stimulant: *Olrui* also consists of clear crystals. When mixed with a liquid, the drinker will become quite hyperactive. The drug will halve the rate at which fatigue is accumulated, and will keep a person awake for 21–40 hours, during which 5–20% of the user's body mass is burned up. When the drug wears off, the drinker is exhausted (2d6 Fatigue Levels).

Depressant and Poison: *Lavaryctia* is an acrid, yellow liquid. Drinking a few ounces of the potion brings on a deep sleep for 7–12 hours. A massive overdose causes coma or death.

Holy Water: The churches of the 10 major deities use Holy Water for christenings, exorcisms, summoning rituals, etc. The only exception is the church of Agrik, the god of fire. Agrikans use Holy Ash instead. Ordinary water/ash becomes Holy Water/Ash when blessed by a cleric.

Esoteric: *Habsulara* is a dark brown powder which is burned and inhaled. About 2–12 minutes later, the inhaler's INTELLIGENCE will increase by 1d6 for 1–3 hours. Nausea is a common side effect. Possession of Habsulara is illegal in Melderyn.

POTION APPEARANCE	
01–45	Liquid (watery/oily)
46–60	Ointment/Salve/Grease
61–85	Powder/Granules/Crystals
86–90	Fibrous/Leafy
91–00	Resinous (sticky)

POTION COLOR	
01–25	Colorless
26–50	Brown
51–55	Black
56–70	White/Milky
71–85	Gray
86–87	Multicolored
88–89	Red/Pink
90–91	Orange
92–94	Yellow/Golden
95–96	Green
97–98	Blue
99–00	Violet/Purple

POTION POTENCY	
01–10	Useless (powers entirely lost)
11–30	Weak (large dose required)
31–70	Average (typical dose required)
71–90	Strong (small dose required)
91–00	Concentrated (very potent)

POTION PURPOSE	
01–25	Healing (restorative, etc.)
26–35	Anesthetic (deaden pain)
36–60	Poison (kill or injure)
61–70	Disinfectant (aid healing)
71–75	Drug (hallucinogen, etc.)
76–85	Stimulant (increase metabolism)
86–90	Depressant (slow metabolism)
91–95	Holy Water (varies)
96–00	Esoteric Effect (enchanted)

Abundant Healthcare

A high incidence of healing potions is generated by these tables. This is no accident—characters often seem to be in need of such things and a generous supply of healing potions is a good thing.

But It Doesn't Look Right!

Each alchemist and apothecary apply their own standards of aesthetics in how potions look. The same medicine can be a green cake or a blue liquid.

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GEMS AND JEWELRY

These tables generate jewelry and unmounted gemstones. The ITEMS table (right) determines specific items. The weights of items and the chance of their adornment is also given.

Valuation of Jewelry

The JEWELRY MATERIALS table (right) generates an item's basic composition. The values given apply to *unadorned* items of finished jewelry and are roughly three times the base materials cost (silver bullion, for example, is worth 20d per ounce, but silver jewelry is worth 60d an ounce). This assumes high-grade materials have been used and the item has been worked by a master jeweler (ML 71+). The value of any piece may be computed by multiplying its weight by the material value given, making sure the units of weight (drams or ounces) are the same. This value is only a guide. Anyone selling an item to a jewelcrafter or mercantyler would be lucky to receive half this amount, and the value of items may vary dramatically according to age, condition, and craftsmanship.

Adornments

If jewelry is generated as having adornment, use the ADORNMENTS table (right) to determine its nature. Adornment increases value significantly; but, if improperly or poorly executed, it could reduce value.

Gemstones

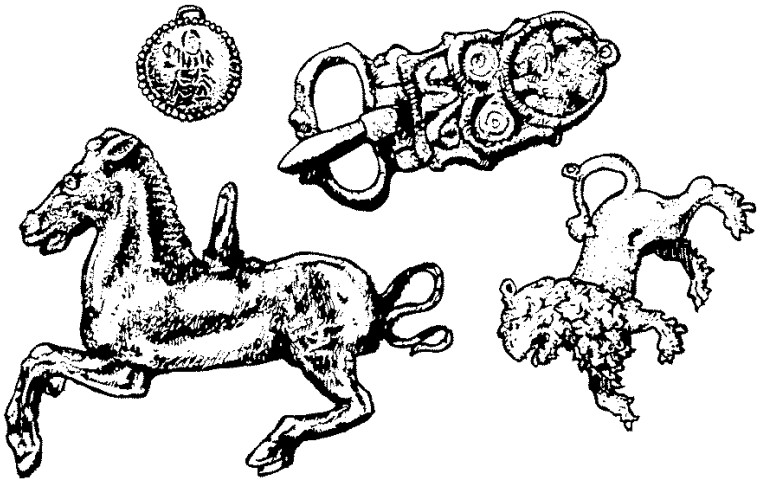
The value and type of gemstones varies greatly and may be generated with the Gemstone section (TREASURE 7). Use discretion: few jewelcrafters adorn pure gold with cheap stones.

Inlay

An inlay involves insetting a precious or semi-precious material. Inlays can raise the value of a piece up to five times depending on materials and craftsmanship.

Engraved/Carved

Engraving/carving can double or triple the value of an item. The work may be purely decorative (90% chance), or may identify an owner with heraldry or a motto, or is perhaps an invocation keyword or even a warning of some kind.



JEWELRY ITEMS

1d100	Item	Weight	Adorn
01–05	Raw Gems	(see: Gems)	n/a
06–15	Cut Gems	(see: Gems)	n/a
16–40	Ring	1d6+4 dr	65%
41–55	Pendant	3d6+2 dr	50%
56–65	Necklace	2d6+2 oz	75%
66–70	Bracelet	1d6+2 oz	30%
71–80	Broach	2d6+2 dr	65%
81–85	Comb	2d6+4 dr	35%
86–95	Earrings	1d4+1 dr	70%
95–99	Anklet	1d6+6 oz	25%
00	Rare Item (below)		
1d100	**Rare Item**	**Weight**	**Adorn**
01–10	Tiara	2d6+2 oz	80%
11–60	Circlet	1d6+2 oz	90%
61–75	Wand	8d6+2 oz	80%
76–85	Orb/etc.	4d6+2 oz	90%
86–95	Statuette	5d6+2 oz	10%
96–00	Crown	5d6+2 oz	85%
	dr = Dram	oz = Ounce	

JEWELRY MATERIALS

1d100	Material	Value
01–05	Bone/Horn	1d/oz
06–10	Pewter	1d/oz
11–12	Copper or Bronze	1d/oz
13–15	Brass	1d/oz
16–20	Glass	6d/oz
21–30	Ivory	16d/oz
31–40	Amber	50d/oz
41–75	Silver	60d/oz
75–80	Jade	500d/oz
81–99	Gold	1,200d/oz
00	Mythral	7,500d/oz

ADORNMENTS

1d100	Adornment
01–70	1d6 Gemstones/etc.
71–75	Inlay/Cameo (gold, ivory, etc.)
76–90	Engraved/Carved
91–00	Multiple Adornments (roll twice more)

Inlay Adornment (Example)
An item of value 100d could be worth up to 500d with suitable inlaying.

Engraved Adornment (Example)
An item of value 100d could be worth up to 300d with suitable engraving.

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GEMS

The variety of gems found in Lythia number in the hundreds. We have listed and described only the 19 most common and/or valuable. The GM may choose an appropriate stone, or randomly generate with 1d100.

Transparency and Color

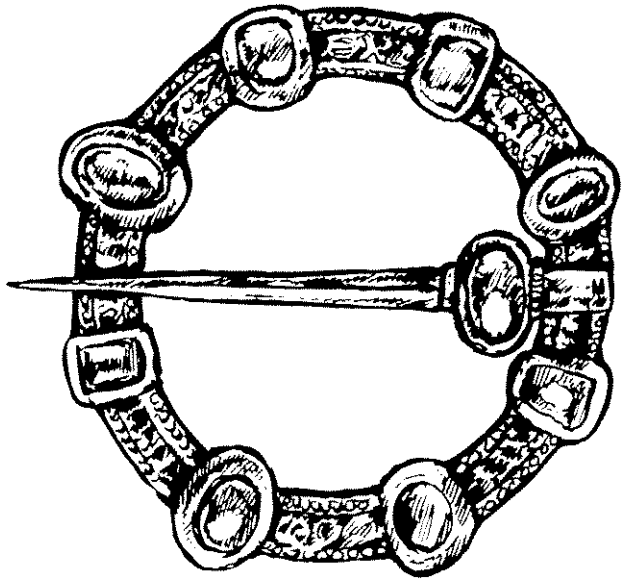
A stone's appearance is usually the only information discernable by non-jewelers. Clear quartz might be described as a "sparkling clear stone," a garnet or ruby as a "red gem," and so on. To learn more, Jewelcraft skill is usually necessary, although some items, such as pearls, are readily recognizable.

Size

Size is given as a dice roll to determine the number of carats. One ounce is equal to 142 carats. This roll may generate stones of a size that modern Terrans would drool at; gemstones tended to be larger in medieval times. The GM may wish to generate even larger stones, although we do not recommend this. A twenty-carat diamond is worth as much as a castle; the result of having several of these in a character's pocket is obvious.

Value

The values given for gems are in pence for CUT stones of average quality, crafted by a master jeweler of average skill (ML75). The GM may vary the quality of stones and adjust for craftsmanship as desired; stones cut by the Khuzdul tend to be at least twice as valuable. The value of any stone is its size in carats SQUARED times the value given (e.g., a three carat diamond is worth 3 x 3 x 800d = 7,200d). The valuations and weights given do NOT apply to *raw (uncut) stones*. These tend to be worth one-fifth (20%) of cut stones and weigh 2–3 times more.



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COMMON GEMS		Carats	Value	Description
01–10	**Agate**	3d6	10d	An opaque, multicolored stone, usually reddish brown with white wavy lines. It is considered a charm against evil, and to enable one to seduce the most unwilling of virgins.
11–25	**Amber**	3d6	2d	A yellow-orange, translucent, fossil tree resin. Many pieces contain preserved insects thought to have magical properties. Gem-quality amber is expensive compared to bulk amber (16d/oz).
26–35	**Bloodstone**	2d6	15d	An opaque, deep-green gemstone with flecks of red. It is said to possess the power to stop bleeding, and is known in some regions as the "Healing Stone." It is often carried by physicians and is regarded with awe and respect. Many are inscribed with symbols said to be "miraculous cures" for numerous ailments.
36–45	**Carnelian**	2d6	25d	A translucent, reddish-brown gemstone. The carnelian is considered to be one of the luckiest jewels to wear, a talisman of joy and good fortune.
46–65	**Jet**	4d6	1d	A form of coal, velvet-black in color. Capable of taking a high polish, this stone is believed unlucky, but is still popular due to its low price.
66–70	**Moonstone**	2d6	30d	A translucent, semi-precious stone, generally white with a light blue sheen. It is said to be remarkably adept at storing curses.
71–75	**Onyx**	3d6	20d	A strikingly-beautiful, opaque, black-and-white-banded stone. Onyx is associated with Naveh and considered a stone of ill fortune and bad dreams.
76–77	**Opal**	3d6	80d	A multicolored, translucent gem. Higher-quality stones are almost transparent. Colors range from light blue to green to orange.
78–80	**Pearl**	3d6	10d	An opaque, abnormal growth found in oysters. Pearls come in a variety of colors including cream (most common) pink, blue, silver, gold, and black. The last three, especially black, are rare and expensive. Pearls are associated with wisdom; a black pearl in a silver ring is worn by the pontiff of Save-K'nor. Most pearls originate in the Eastern Venarian Sea, Gulf of Mafan, and Melurian Sea.
81–94	**Quartz**	3d6	5d	Gem-grade quartz is transparent and colorless, yellow, brown, blue, black, pink, or green. Rare purple quartz (amethyst) is 10–20 times more valuable.
95–98	**Spinel**	2d6	40d	Spinels come in a variety of colors. The best spinels are often passed off as rubies, sapphires, and emeralds.
99–00	**Rare Gem**			Roll on RARE GEMS Table.

RARE GEMS		Carats	Value	Description
01–20	**Chrysolite**	1d6	500d	A transparent, golden gemstone with a slight hint of green. Its sparking gleam is likened to Nolomar (the sun) and is often believed to be capable of dispelling dark forces. Rich deposits of chrysolite are said to exist in western Anzeloria.
21–30	**Diamond**	1d6	800d	The hardest of stones, the diamond is pure carbon and quite rare. The Khuzdul, who have developed gemcutting to a high art, value diamonds above all other stones due to the brilliance of a well-cut stone. Many diamonds come from Jankor in the far east and the heart of the Anzelorian subcontinent, although the dwarves may have other sources. Most diamonds are colorless, but they can be tinted yellow, blue, or green; such stones are highly prized.
31–45	**Emerald**	1d6	700d	A transparent gem in various shades of green. Emeralds have always been considered lucky because green symbolizes fertility and growth. The Church of Peoni has a thirty-carat emerald at the pontifical seat of Perna in Trierzon.
46–70	**Garnet**	1d6	400d	A transparent, deep-red gem, the ruby is a Laranian symbol. The pontifical crown of Larani's church is adorned with garnets, and wealthy clerics often wear garnet rings. Garnets are often confused with the more valuable ruby.
71–75	**Jankorez**	1d6	1200d	A transparent, deep purple gem. It is one of the most valuable and rarest of gems (the only known deposits are in Jankor in Eastern Lythia). Jankorez is often confused with purple quartz.
76–80	**Ruby**	1d6	1,000d	Known throughout Eastern Lythia as the "King of Stones," rubies are among the most prized of gemstones. Either translucent or transparent, they come in various shades of red; transparent stones of deep red with a hint of blue are the most valuable. Lythians believe rubies will protect them from a vast array of phenomena, including thunder, lightning, and earthquakes. The highest-quality rubies come from Kaneum in Southeastern Lythia. Rumor has it that a ruby as big as a man's hand is owned by the Khan of Kaneum.
81–90	**Sapphire**	1d6	900d	A stone related to the ruby; it comes in shades of blue. The sapphire is associated with the sky, and astrologers call it the "celestial gem."
91–00	**Topaz**	1d6	600d	A transparent, yellow gem that shines more brightly in the light of Yael (the moon). A topaz is also thought to bequeath beauty and intelligence which waxes and wanes with the phases of Yael.

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WRITTEN WORKS

Written works also include glyphic items and/or pictures. Whenever a written work is obtained, the GM determines six basic properties:

[1] Medium: The Written Medium table (right) randomly generates materials/tools with which a written work was produced. Cultural considerations govern—books are far more common in a feudal environment than among vikings, for example.

[2] Age: Determine an age of a written work, or use the Age Generation table (Treasure 1). Written works are Ancient, Middle, or Modern. Pre-ancient works are either Sindarin (Pre-Khuzan) or 70% Khuzan and 30% Sindarin (Codominium). The Earthmasters left no (recognizable) written works.

[3] Condition: The chance of reading a written work depends on its condition. The Written Work Condition table (right) can randomize written work condition according to its age. Adjust the roll according to the medium; carved stone obviously deteriorates more slowly than vellum. The last column is an EML modifier for attempting to read the work. If a Rigged (cursed/encoded/misleading) work is generated, roll again for apparent condition. Hence, a rigged scroll could be in good condition and have a cumulative modifier of –15. Ignore the "Rigged" result if the content of the work is not worth protecting.

[4] Regional Origin: Lythia is divided into 17 linguistic/cultural regions. A work's region of origin is determined with the Regional Origin table (right). Specific locales within any region are randomly determined as needed. The regions considered adjacent to the Hârnic Isles are Ivinia, Trierzon, Shorkyne/Quarphor, and Azeryan, the last because of the former dominance of its empire in northwestern Lythia.

[5] Script & Language: The tables (Treasure 9) give the scripts and languages used in each of 17 regions and three eras (Ancient, Middle, and Modern). In each table, the scripts are given first (italics) and the languages second. For example, in the Azeryan region, the Middle scripts are Zerin and Nuvesarl, and the Middle languages are Azeryani, Phari, and Azeri. Within the region, select or randomize script and language which are listed in order of prominence. There is a tendency for most languages to be written in particular scripts. Sindarin, for example, almost exclusively (95%) uses Selenian, but all tongues within a region/era have been written in all scripts of the same region/era. See also languages in HârnWorld which contains a language map and other linguistic details.

[6] Content: Content needs to be determined only if the work is successfully read. In many cases, the work will be illegible or unreadable. A work may, in any case, be read only if both the language and script are known. People record an immense variety of things. A written work can be anything from a treasure map to a shopping list. The Content table (right) can generate the subject. Expand details with historical background, religious or philosophical tone, and cultural assumptions.

WRITING MEDIUM

01–05	Wax Tablet and Stylus
06–10	Slate and Chalk
11–35	Parchment and Ink (book, scroll, etc.)
36–70	Vellum and Ink (book, scroll, etc.)
71	Paper (papyrus) and Ink (book, scroll, etc.)
72–73	Fabric and Paint
74–75	Tapestry (fabric and thread)
76–90	Carved Wood/sticks
91–98	Carved Stones
99–00	Carved/Engraved Metal

WRITTEN WORK CONDITION

Ancient	Middle	Modern	Condition	
01–02	01–10	01–15	Perfect	+10
03–05	11–25	16–35	Good	+5
06–10	26–50	36–70	Fair	+0
11–30	51–75	71–85	Poor	–5
31–95	76–95	86–95	Very Poor	–10
96–00	96–00	96–00	Rigged	–20

REGIONAL ORIGIN

01–85	Local Region
86–95	Adjacent Region
96–00	Distant Region

WRITTEN WORK CONTENT

01–04	Inventory, Census, or List
05–07	Law/Decree/Charter/Pardon
08–09	Military Orders/Strategy, etc.
10–12	Usurer's and/or Promissory Note (redeeming may be hard)
13–15	Contract/Transaction Record
16–18	Spell Descriptions
19–21	Descriptions of artifacts, esoteric process, magical phenomenon, etc.
22–24	Alchemical Recipes/Treatise
25–26	Philosophical Treatise
27–29	Theological Treatise, Prayer, Ritual Invocation, etc.
30–32	Treatise—Natural Sciences
33–34	Treatise—Craft/Lore
35–40	Letter (Personal/Official)
41–45	Journal/Diary
46–48	Literature, Legend, Folklore.
49–50	Song/Piece of Music
51–54	Historical Text
55–56	Culinary Arts (Cooking)
57–58	Map/Rutter/Navigational Aid
59–60	Artwork/Illustration
61–65	Mystic Tome (see TREASURE 10)
66–00	Roll twice more.

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HÂRNIC ISLES

Ancient	Middle	Modern
Selenian	*Khruni*	*Lakise*
Khruni	*Selenian*	*Runic*
	Nuvesarl	*Selenian*
Sindarin	Old Hârnic	Hârnic
Khuzan	Old Jarinese	Jarinese
Jarind	Sindarin	Ivinian
	Khuzan	Sindarin
		Orbaalese
		Khuzan

IVINIA/ALTLAND/HARBAAL

Ancient	Middle	Modern
Selenian	*Khruni*	*Runic*
Khruni		
Jarind	Old Altish	Ivinian
Sindarin	Khuzan	Altish
Khuzan		Yarili
		Harbaalese
		Khuzan

SHORKYNE/QUARPHOR

Ancient	Middle	Modern
Selenian	*Khruni*	*Lakise*
Khruni		*Runic*
Jarind	Quar	Quarph
	Old Trierzi	Shorka
	Shorka	Harbaalese

TRIERZON

Ancient	Middle	Modern
Selenian	*Khruni*	*Lakise*
Khruni	*Nuvesarl*	*Ayaran*
		Runic
Jarind	Quar	Trierzi
	Old Trierzi	Palithanian
	Emela	Emela
		High Azeryani

AZERYAN

Ancient	Middle	Modern
Tianta	*Zerin*	*Ayaran*
	Nuvesarl	*Lakise*
Jarind	Azeryani	High Azeryani
	Phari	Low Azeryani
	Azeri	

KAREJIA

Ancient	Middle	Modern
Tianta	*Zerin*	*Ayaran*
		Neramic
Azeri	Karuia	Karejian
Phari	Azeryani	High Azeryani
		Low Azeryani
		Dalken
		Elbythian
		Besha

EAST VENARIAN COAST

Ancient	Middle	Modern
Alanta	*Milanta*	*Ayaran*
	Zerin	
Azeri	Karuia	Urmech
Ketar	Besha	Karejian
		High Azeryani

DALKESH

Ancient	Middle	Modern
Neri	*Neramic*	*Neramic*
	Zerin	
Anzela	Panhaonic	Dalken
	Mafaketa	Besha
		Pechalari

BYRIA/NORTH ANZELORIA

Ancient	Middle	Modern
Neri	*Neramic*	*Neramic*
Kono	*Zerin*	*Ayaran*
Anzela	Panhaonic	Byrian
		Tuvarese
		High Azeryani
		Thonian
		Pechalari

HEPEKARIA

Ancient	Middle	Modern
Tianta	*Hekori*	*Hekori*
	Zerin	*Ayaran*
Hepeka	Old Numec	Numer
	Panhaonic	Falani
	Azeryani	Korlic
		High Azeryani
		Low Azeryani

ANZELORIA SW

Ancient	Middle	Modern
Neri	*Neramic*	*Anneri*
Anzela	Old Wernai	Neshai
		Gelaphic
		Wernai

KETARH/CENTRAL LYTHIA

Ancient	Middle	Modern
•••	*Sheni*	*Shenya*
Ketar	Old Ketari	Reksyni
Phari	Mafaketa	Anil Ketari
Mafani		Besha
		Kyaman
		Ketari
		Mafanese

MOLNASIA

Ancient	Middle	Modern
Kono	*Tankono*	*Tankono*
	Neramic	
Mafani	Mafash	Mafanese
Ketar	Panhaonic	Shenti
Molkuri		Thota
		Chogori
		Molnasian
		Kyaman
		Besha

JANKOR/NE LYTHIA

Ancient	Middle	Modern
Soma	*Somish*	*Perika*
	Sheni	
Resheni	Mengolan	Jankorian
	Argolan	Argolan
	Jankorian	Mengolan

SHOJU

Ancient	Middle	Modern
Soma	*Somish*	*Kalphori*
Resheni	Jankorian	Shoji

DIRAMOA

Ancient	Middle	Modern
Sheni	*Sheni*	*Shenya*
Resheni	Argolan	Diramoan
	Jankori	Chomsuni

MOLKURA/SE LYTHIA

Ancient	Middle	Modern
Miluan	*Miluan*	*Tankono*
	Tankono	
Molkuri	Molken	Molken
	Homori	Homori
	Lashoi	Chomsuni
	Kanic	Kanic
		Lashoi
		Melurian
		Pechosi

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MYSTIC TOMES

Mystic tomes are sacred or enchanted written works which grant the reader increases to the ML of a particular skill. The skill improvement is achieved simply by reading the tome. The ML increase is 1d10 points; but, no ML can be improved to more than 100 + SB. If the reader does not have the skill, the reader is often able to open the skill after reading the tome.

Mystic tomes have no effect if read again by the same person.

Holy Tomes: There are separate tomes for each deity, and some demi-deities. If the reader is an adherent, the tome increases the reader's Ritual skill. Non-adherents do not benefit, and a person whose morality is inappropriate to the deity may sustain a curse simply by opening the cover.

Scrolls of Magery: There are separate tomes for each convocation. If the reader of the tome is a mage attuned to the convocation, the tome increases the appropriate convocational magic skill. If the person reading the tome is not a mage attuned to the convocation, they accrue four Fatigue Levels (F4) and make a Shock Roll.

Most Scrolls of Magery contain only a specially-prepared, randomly-generated spell. When the scroll is invoked, the spell executes and the scroll dissolves. No skill is required to use such scrolls, just the proper invocation. The magic may be attached to an item other than a scroll.

Tomes of Alchemy: Increases Alchemy skill. A reader who does not have Alchemy skill opens it to SBx2.

Tome of Amaeri: Increases Physician skill. A reader who does not have Physician skill opens it to SBx2.

Tomes of Valor: Increases the ML of a weapon skill. The subject of each book is at GM discretion, but only one weapon type is generally covered. There is a tendency for these works to cover "chivalric" weapons (e.g., there are more books on swords than on grain flails). A reader who does not have the particular skill may open it to OML + SB.

The Accursed Penultimate Tome: An enchanted book with the power to *fascinate.* Anyone who begins to read it will believe its subject to be of great usefulness; a mage might think it is a Tome of Esoteric Mystery, for example. If the character expresses a desire to stop reading in the first minute, they must test Will x5 to do so; after two minutes test Will x4, and so on, until putting the tome down of one's own volition is impossible and the character dies of thirst/starvation. If forcibly separated from the book, the character accrues four Fatigue Levels (F4) and makes a Shock Roll. The tome's magic may be dispelled, but not by the reader (Savorya/VIII).

MYSTIC TOMES				
01–25	**Holy Tome**			
	01–09	Agrik	55–63	Peoni
	10–18	Halea	64–72	Sarajin
	19–27	Ilvir	73–81	Save-K'nor
	28–36	Larani	82–90	Siem
	37–45	Morgath	91–96	Demigod
	46–54	Naveh	97–00	Option
26–50	**Scroll of Magery**			
	01–13	Lyahvi	51–63	Odivshe
	14–25	Peleahn	64–75	Savorya
	26–38	Jmorvi	76–88	Neutral
	39–50	Fyvria	89–00	Multiple
51–65	**Tome of Alchemy**			
66–80	**Tome of Amaerl**			
81–90	**Tome of Valor**			
91–95	**Accursed Penultimate Tome**			
96–00	**GM Option**			

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ARMOUR

GM discretion is the main consideration for generating armour. An elaborate armour generation procedure would, therefore, be of limited utility. Armour/clothing worn by NPCs encountered in the course of play is probably already known and does not, therefore, need to be generated, except perhaps in terms of quality and details. Of course, if an NPC is going to fight, armour/clothing should be determined first.

The ARMOUR GENERATION table (right) can be used to generate chance-found armour pieces, or the armour worn by an undeveloped NPC. In the latter case, the armour pieces and their construction should be assigned according to the wearer's status. Expensive pieces are usually worn by wealthy characters
(or by those who have robbed them).

ARMOUR GENERATION

01–20	**Headgear only** halfhelm/full helm/etc.
21–70	**+Body armour** hauberk/byrnie/etc.
71–95	**+Leg armour** leggings/boots/etc.
96–00	**+Arm armour** vambrace/mittens/etc.

WEAPONS

Weapons and shields may be generated by means of the following tables. On the WEAPON GENERATION table (right) determine the class of weapon (shield, dagger, etc.) then the specific type (broadsword, falchion, etc.). The WEAPON ADORNMENT and WEAPON QUALITY tables (below) are used to add details when appropriate.

Weapon Adornment

Weapons may be adorned, given as a chance under "Adorn." Most kinds of adornment increase the weapon's market value but have no effect on combat effectiveness. Use discretion; swords are unlikely to be painted, but shields often bear painted heraldic images. Roll 1d100 below:

01–10	1d6 Gems
11–40	Inlay (gold/silver/ivory/etc.)
41–90	Engraved/Carved/Painted
91–00	Multiple Adornments (roll again twice)

Weapon Quality

The quality of a chance-found piece of equipment may be randomly determined by rolling 2d6 on the table below:

2d6	**Weapon Quality**
2	Average WQ – 4
3	Average WQ – 3
4	Average WQ – 2
5	Average WQ – 1
6–8	Average Quality
9	Average WQ + 1
10	Average WQ + 2
11	Average WQ + 3
12	Average WQ + 4

Weapons and armour may be enchanted (GM discretion) and may have some special powers beyond simple enchantment. This would require the item to possess an Ego (TREASURE 12)

WEAPON GENERATION

1d100		1d100		Adorn
01–15	**Shield**	01–10	Buckler	10%
		11–40	Knight Shield	15%
		41–75	Roundshield	6%
		76–95	Kite Shield	10%
		96–00	Tower Shield	5%
16–25	**Dagger**	01–40	Dagger	5%
		41–70	Knife	1%
		71–85	Taburi	1%
		86–00	Keltan	5%
26–35	**Sword**	01–05	Longknife	20%
		06–30	Shortsword	5%
		31–40	Mankar	1%
		41–45	Mang	1%
		46–70	Broadsword	15%
		71–75	Estoc	2%
		76–80	Falchion	2%
		81–93	Bastard Sword	10%
		94–00	Battlesword	15%
36–45	**Club**	01–30	Club	1%
		31–70	Mace	3%
		71–85	Morningstar	2%
		86–00	Maul	1%
46–55	**Axe**	01–05	Sickle	3%
		06–10	Shorkana	1%
		11–30	Hatchet	1%
		31–75	Handaxe	2%
		76–85	Warhammer	5%
		86–00	Battleaxe	4%
56–60	**Misc.**	01–02	Nachakas	1%
		03–12	Grainflail	0%
		13–72	Ball and Chain	3%
		73–82	Warflail	2%
		83–87	Net	1%
		88–00	Whip	2%
61–85	**Spear**	01–15	Javelin	2%
		15–25	(Quarter)staff	3%
		26–90	Spear	1%
		91–95	Trident	2%
		96–00	Lance	5%
86–90	**Polearm**	01–33	Falcastra	1%
		34–63	Glaive	3%
		64–98	Poleaxe	3%
		99–00	Pike	1%
91–00	**Missile**	01–40	Shortbow	1%
		41–60	Longbow	2%
		61	Hartbow	5%
		62	Crossbow	2%
		63	Blowgun	1%
		64–76	Sling	1%
		77–81	Staff Sling	2%
		82–95	2d12 Arrows	1%
		96–00	Sling stones	1%

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ARTIFACTS

This category includes religious, magical, and Earthmaster artifacts. There are two broad classes of artifacts: Major or Minor. **Minor Artifacts** have no personality but can hold one (1) ***minor*** power. They are typically an ordinary object with one attached power.

MAJOR ARTIFACTS

Major Artifacts have some kind of personality and can, consequently, hold multiple powers. Personality can be implanted in artifacts by magic, possession (self-implanted) or divine intervention (see *HârnMaster Religion*). Artifacts can also be created by converting living creatures into "inanimate" objects (see the Soul Stealer spell in *HârnMaster Magic*).

Natural and Artificial Personality

There are two basic types of major artifact personalities: Artificial and Natural. An Artificial Personality is created by arcane means. Such personalities tend to lack fine definition and are expressed in terms of Ego. An artificial personality is, at most, semi-intelligent. It has no true life of its own, and functions as an extension of its invoker/user. Artificial personalities vary in sophistication. More advanced types may have Morality and/or Purpose and can make independent "decisions" which may even oppose their users.

Natural personalities are defined by a full spectrum of personality attributes such as Aura, Will, Intelligence, and Morality. These attributes are created with the *HârnMaster* character generation system.

Artifact Ego/Will

Artificial personalities have an attribute called EGO. Natural personalities have WILL. For most purposes, Ego and Will are equivalent to one another. Either permits the installation of major powers, and makes the artifact difficult to use.

The higher an artifact's Ego or Will, the greater its potential powers and the more difficult, fatiguing, and dangerous it is to use. An artifact with Ego tends to resist its user, who may have to engage in Mental Conflict (SKILLS 23) to invoke its powers.

Artifact Purpose

Purpose may be installed in artifacts with Ego – Natural personalities devise their own purposes. Examples of purpose might be: "to defeat followers of Agrik" or "to serve clan Elendsa." The purpose of an artifact is compared with the objectives of any character who attempts to attune to and/or use the artifact. See Artifact Attunement (TREASURE 15).

Artifact Morality

Some artifacts have *Morality*. Any attempt to invoke an artifact's powers (regardless of Purpose) by someone whose Morality differs from that of the artifact by 3+ points will cause Mental Conflict (SKILLS 23).

Compatibility: *Morality and Purpose help define the nature of an artificial personality. If they are incompatible the artifact may develop a multiple personality disorder which can lead to self-destruction.*

RANDOM CONVOCATION

Some artifacts may be of a particular element and/or convocation. Choose or generate as needed.

1d8	Convocation
1	Lyahvi
2	Peleahn
3	Jmorvi
4	Fyvria
5	Odivshe
6	Savorya
7	Neutral
8	Multi-Convocational

CONVOCATION HUES

Artifacts of a particular convocation are often of an appropriate hue, especially true for clothing. The most common hue is listed first.

1d8		Convocation Hue
1	*Lyahvi*	Red/Pink
2	*Peleahn*	Orange/Rust
3	*Jmorvi*	Yellow/Ochre
4	*Fyvria*	Green/Brown
5	*Odivshe*	Blue/Gray
6	*Savorya*	Violet/Purple
7	*Neutral*	Gray/Black/White
8	*Multiple*	Multicolored

CONVOCATION AMULETS

1d8		Amulet Form
1	*Lyahvi*	A red gem in a light copper setting.
2	*Peleahn*	An orange flame.
3	*Jmorvi*	A small golden hammer.
4	*Fyvria*	A small bag of organic material.
5	*Odivshe*	A small blue bowl.
6	*Savorya*	A small runestone or purple inkpot.
7	*Neutral*	A large pearl or spherical piece of colorless, polished quartz.
8	*Multiple*	Often looks the same as neutral.

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MAJOR ARTIFACT GENERATION

It may be assumed any chance-found Major Artifact has been created by means of *False Soul* or a similar spell. The following attributes are generated for Major Artifacts. First, determine if the artifact's personality is *Natural* or *Artificial*.

Natural Personality

If the artifact's personality is NATURAL:

Roll on NATURAL sub-table to determine the artifact's basic nature (how/why it came to be where it is, etc.). Use *HârnMaster* character generation to generate personality attributes: INTELLIGENCE, AURA, WILL, MORALITY, etc.

Artificial Personality

If the artifact's personality is ARTIFICIAL:

[1] Duration: Determine whether the artifact's personality is *Permanent* or *Indefinite*.

[2] Morality: Determine the artifact's Morality (if any).

[3] Ego: Roll 1d10 to determine the artifact's EGO.

[4] Purpose: Determine the artifact's Purpose (if any). Roll 2d6+EGO. Chance-found artificial artifacts primarily have a religious or magical origin. This is best left to GM discretion. Artifact material can be a good guide since metallic artifacts are most often Jmorvi.

Major Powers

Major powers are Ego/Will dependent and can only be installed in major artifacts. Each major power requires and occupies an amount of Ego/Will. The sum of Ego/Will requirements for installed major powers cannot exceed the artifact's Ego/Will. Hence, an artifact with an Ego of 11 could have, for example, two four-point powers and one three-point power. Minor powers require no Ego, but cannot be combined with any other powers, whether major or minor.

Some powers can be major or minor; they are considered minor powers if they are installed in a minor artifact and major powers if installed in a major artifact.

Determine the powers installed/possessed by the major artifact using the MAJOR ARTIFACT POWERS table (right). Roll for *each* power in order (starting with Fount of Power). If 1d100 is less than or equal to the percentage chance given (under %) the artifact has the indicated power. Powers which require other powers may be skipped if the requisite power is not generated. Hence, if *Fount of Power* is not generated, ignore *Resurge*.

No major artifact can contain powers that exceed its Ego/Will capacity. If there is not enough "room" for the next power on the table, skip it. If the total Ego/Will requirements equal Ego/Will, stop generating powers—the artifact is full. Once the end of the list is reached, the process of "installing" powers is complete.

MAJOR ARTIFACTS

01–20	Natural Personality
21–00	Artificial Personality

NATURAL PERSONALITY TYPE

01-40	Natural ethereal willingly residing in the artifact
41–85	Natural ethereal trapped in the artifact by inimical magic
86–90	Disembodied (normally corporeal) entity with a body somewhere. The entity is probably trapped in the artifact by inimical magic.
91–00	Disembodied (normally corporeal) entity with no body, such as a ghost.

ARTIFICIAL PERSONALITY TYPE

Duration

01-50	Permanent
51-00	Indefinite

Morality

01-50	Amoral
51-00	Determine Morality 3d6

Purpose (2d6+EGO)

02-12	None
13+	Purpose at GM Option

MAJOR ARTIFACT POWERS

%	Ego/Will	Power
50%	3	Fount of Power
50%	2	Resurge (Requires Fount)
50%	1	Ward
30%	3	Power of Daras (Psionic Talent)
25%	1	Talin's Eye
50%	1	Talin's Bane (Requires Talin's Eye)
30%	4	Vessel of Iladan
50%	3	Focus
50%	variable	GM Option

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ARTIFACT SPELLS

The following spells are commonly installed as artifact powers. Additional spells can be found in *HârnMaster Magic*.

Fount of Power is a *Neutral* enchantment which enables an artifact to hold a store of Energy Levels which may be expended (instead of acquiring equivalent Fatigue Levels) by a character invoking a psionic talent or casting a spell. A major or minor artifact enchanted with a *Fount of Power* spell is often called an *Artifact of Power*. Fount of Power may be installed in an artifact on a permanent or indefinite basis (depending on whether it is installed as the artifact is made/grown or later). Fount may also be installed in a minor artifact, in which case it will be that artifact's only power. An artifact's Energy Level Capacity is determined by rolling 2d6.

Resurge can be present only in major artifacts with Fount of Power or a similar energy-storing enchantment. The power is "installed" by means of a Neutral spell called Resurge, or by some similar enchantment. An artifact with this power recharges itself with 25% of its Energy Level Capacity each hour (hence it will fully recharge from empty in four hours). If the Fount of Power is Permanent, there is an 85% chance the Resurge is also Permanent. In any other case, the Resurge is Indefinite.

Wards protect an artifact from magical "interference." While in place, the ward is fully effective and no magic can alter the artifact until the ward is removed. There are several ways to do this (see *HârnMaster Magic*).

Wards must have a convocation. Choose or randomly determine the Ward's convocation. If the artifact has a convocation, the Ward must have the same convocation.

A Ward must also have a Level of Complexity—determined by rolling a die with the same number of sides as the artifact's Ego or Will (e.g., if the artifact has an Ego of nine, roll 1d9 to determine the Ward's Level).

Psionic Talents may be installed in natural or artificial personalities, or even added to natural personalities which already have them. Talents are typically installed by means of a Neutral spell called Power of Daras, or some similar enchantment. Multiple talents may be installed in an artifact.

Talin's Eye is a Neutral spell which installs a power of the same name (other spells may install a similar function.) The power enables the artifact to detect a given class of living (or aurally active) objects in close proximity, and to alert the user by glowing, vibrating, etc.

Talin's Bane is a Neutral spell which installs a power of the same name (other spells may install a similar function). It can only be installed in a major artifact which also has Talin's Eye, and its object must be the same as that of Talin's Eye. Its function is to enhance the other powers of the artifact when they are used against the class of object involved. The nature of the enhancement is usually beyond control. Talin's Bane cannot be installed in an artifact with a natural personality.

Vessel of Iladan is a major artifact power which enables an attuned user to store other spells in the artifact for instant recall. The power is created by a Neutral spell called *Vessel of Iladan*, or some similar enchantment. A chance-found artifact is unlikely to have spells currently stored.

An attuned user may install spells by expending three Fatigue Levels and twice the normal Time to Cast. Once spells are installed, they may be invoked (TREASURE 16) without fatigue accumulation, in one second. When a spell is installed in the Vessel, its ML is recorded. The success roll is made for the spell when it is invoked.

The number of spell levels which can be stored is limited by a Vessel's Level Capacity (LC). For a chance found artifact, LC may be determined by rolling 2d6 x 3. Any combination of spells, up to a combined complexity level of LC, may be stored. An attuned person is aware of the contents of the Vessel. If anyone attempts to install an incompatible (e.g., wrong convocation, etc.) spell in the artifact, or a spell which causes the sum of the stored spell's levels to exceed LC, all spells stored in the Vessel misfire.

Focus enhances the chance of success for an attuned user to cast a compatible spell through the Focus. The user must be in direct skin contact with the Focus in order to channel spells through it. The power may be installed in major or minor artifacts by a multi-convocational spell called *Focus*, or a similar enchantment.

A Focus has a *Convocation* and *Value*. Determine Value by rolling 4d6. The effect of a Focus is to increase the EML of spells of equal or lower level by Value (for Primary spells) or by half Value (for Secondary Spells). Spells of tertiary or diametric (or neutral) convocations are unaffected. A Neutral Focus affects only Neutral spells.

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ARTIFACT ATTUNEMENT

Some artifacts (usually the more powerful ones) can only be *invoked* (used) by entities *attuned* to them. Attunement is a special, empathetic relationship (familiarity) between an entity (attuner) and an artifact. There are various ways in which the relationship can be established depending on the skills/talents of the attuner and the attributes of the artifact.

Purpose and Attunement

When a character tries to attune to a major artifact with a *Purpose*, the GM judges whether the attuner's objective is for, against, or neutral with regard to the artifact's purpose.

- If the user opposes the Purpose (such as trying to slay a member of the royal line the artifact defends) Mental Conflict occurs (see SKILLS 23).
- If the user's intent is neutral to the artifact's Purpose, Mental Conflict occurs, but the artifact's Mental Conflict EML is halved.
- If the user is advancing the Purpose, Mental Conflict is unnecessary.

If the motivation/purpose of either party changes, new conflict occurs. Of course, all this depends on the artifact's ability to assess its user's intent. Artifacts vary in their ability to assess long-term effects. Some can be convinced that actions which seemingly act against their Purpose actually further it.

Manual Attunement

This is the simplest and most time-consuming method of attunement. The artifact is kept on the attuner's person (preferably in skin contact) for several days. It is necessary to handle and contemplate the artifact in a conducive environment for an hour a day. The total time required depends on the attuner's Aura and the elemental and/or moral relationship between the attuner and the artifact. After an appropriate period, the attuner tests Aura x3 (GM discretion) to determine if attunement occurs.

Psionic Attunement

The psionic talent *Sensitivity* can be used to attune to an artifact without delay. Test Sensitivity EML, modified at GM discretion for the situation. A bonus to EML is justified when some manual attunement has been made.

Arcane Attunement

Mages can create spells specifically to attune themselves to artifacts—see *HârnMaster Magic*.

Artifact Attuners

Some artifacts are attuners of other artifacts. Such artifacts can usually be attuned to easily – some instantly attune to potential users who touch them. The effectiveness of artifact attuners varies. Most simply help the process of attunement but they tend to "punish" any attunement failure by inflicting a special Shock Roll (in addition to any other consequence).

Staying Attuned

Once attunement is achieved, it usually continues until mental linking is broken. Mental linking is facilitated by physical proximity – if skin contact is broken, attunement is often lost. If the artifact and the attuner are separated over time/distance, the relationship almost certainly terminates.

❑ Multiple Attunements

A character can be attuned to more than one artifact at the same time. In fact, a character can be simultaneously attuned to a maximum of (WIL + AUR) / 5 artifacts.

❑ Piety and Religious Artifacts

❑ In order to attune to a religious artifact, the attuner's Piety Point total must exceed the artifact's Ego/Will.

❑ In order to invoke a religious artifact, the attuner's Piety Point total must exceed three (3) times the artifact's Ego/Will.

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ARTIFACT INVOCATIONS

Artifacts that are not working constantly require some sort of activation by an invocation. There are several types of invocation:

Verbal Invocation

Artifacts invoked by speaking a particular key word or phrase. The verbal key is sometimes inscribed on the artifact where it can be read by anyone who knows the language and script (determined as a Written Work). More often, the key word must be divined by various spells or psionic talents, or failing that by trial and error. Most verbal invocation keys are nonsense words or phrases (to prevent accidental invocation). Verbal invocation applies mainly to minor artifacts (those without personalities).

Mental Invocation

Artifacts invoked psionically or by thought, most often by thinking of a keyword. In order to invoke such an artifact, the invoker usually has to be attuned to the artifact. Apart from being silent, Mental invocation is similar to Verbal invocation. Mental invocation may apply to minor or major artifacts.

Self Invocation

Artifacts invoked by particular events. They are enchanted to detect when a situation occurs and automatically trigger themselves. An amulet of protection, for example, might "turn itself on" when it detects particular inimical forces. Either minor or major artifacts may self-invoke.

Self Motivation

Artifacts having personalities are often able to employ the esoteric powers they possess at their discretion. Testing the artifact's EGO or WILL can be used to determine success. An artifact may, however, have some sort of restraint placed upon it.

Limits on Invocation

Some artifacts are limited in *who* may invoke them, perhaps a member of a specific Shek-Pvar convocation, or an adherent of a particular religion. An artifact sacred to Agrik, for example, may only be invocable by Agrikans. There may also be a minimum Piety total for their use (see sidebar, TREASURE 15). Non-adherents or impious individuals trying to invoke such artifacts do so at their own risk.

STANDING STONE

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ARTIFACT CHARGES

Most esoteric artifacts have limits to the number of times they can produce an effect; these are referred to as *charges*. Each charge is capable of creating the effect embodied in the artifact. A charged artifact does not usually contain several different spells, just one spell which may be used repeatedly until there are no charges remaining.

The number of charges remaining in an artifact is never obvious but may be divined. The notation "Charges" in an artifact description indicates the number of charges remaining in a chance-found artifact of the type. The maximum number of charges is normally equal to the maximum possible dice roll under "Charges."

Recharging Artifacts

It is theoretically possible to develop spells to recharge artifacts without knowing how to create the artifact or cast the spell it hosts. Holy artifacts may be recharged via divine intervention.

Artifact Convocations

Some artifacts are of specific convocations. Powers installed in such an artifact must be compatible (GM discretion) or severe/fatal stress results. If a Shek-Pvar of a different convocation attempts to invoke a convocational artifact, Mental Conflict (SKILLS 23) always occurs.

Stopping Artifact Effects

The effects of most artifacts may be terminated by:

- casting Dispel (a neutral spell which terminates other spells),
- calling for divine intervention,
- casting a diametric spell, or
- invoking an artifact power (as appropriate).

Termination an effect does not necessarily damage/destroy the target artifact itself.

Destroying Artifacts

Most artifacts can be physically broken or destroyed (although this may be untrue for some Earthmaster artifacts). Breaking an artifact prevents further invocation, but does not necessarily terminate any effects already in progress, nor remove the enchantment from the artifact. Broken artifacts can sometimes be repaired if the relevant pieces can be found.

Physical damage to an enchanted artifact may cause a misfire. Destroying a religious artifact is likely to annoy the relevant deity.

Artifact Energy Sources

All artifacts use some kind of power to create an effect. Magical artifacts draw their power from an elemental plane; religious artifacts draw their power (and intent) from the deity or demigod involved. These sources are usually tapped for power at the time the artifact attempts to create the effect. An alternate method is to tap the external power source before an effect is created, and to store the energy until it is needed. The JMORVI convocation has a special affinity for creating major or minor artifacts. See *HârnMaster Magic*.

The Earthmasters created artifacts which do not draw their power from the elemental planes. Most scholars and clergymen agree the power source is not of divine origin; a few mages even believe the Earthmasters' power source is greater than the power of a major deity. All that can be said with certainty is that the source of power for Earthmaster artifacts is not generally known. It is sometimes rumored that the Gray Mages of the Shek-Pvar and/or the clerics of the Church of Save-K'nor have this information and refuse to divulge it.

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TREASURE 18

ARTIFACTS (1d100)

This table generates a variety of artifacts. Artifacts are, however, works of high art made by individualists who do not consult each other very often. It follows that there must be variety. The GM should tinker with the generated artifacts to maintain a sense of mystery. Even the greatest of the Shek-Pvar do not always fully understand an enchanted artifact they have made.

01–04 Amulet of Defeating Portals

Usually in the form of a small silver or iron key. It can open locks up to its Complexity Rating (determined by rolling 1d6 + 3). *Charges: 1d100.*

05 Amulet of Divine Vision

There are distinct versions of these amulets for each of the 10 major deities; they are also made for demigods. The amulets are eye-shaped and made of precious stones in valuable metal settings. Amulets of Divine Vision are, in effect, partially-operative "eyes" of their deities. When invoked, they call the deity's conscious attention to the situation. The effect of this is amorphous. It usually increases the chance of intervention for pious persons, or decreases it for impious ones, by 10 (subject to GM discretion, of course). These artifacts are often found in the possession of high-ranking church officials. If one is abused, it may lose its power and/or result in the miscreant suffering divine retribution. *Charges: 4d6.*

06 Arrow of Ponulana

An enchanted silver arrowhead which never misses its target if within range. Other enchanted missiles exist with different names. *Charges: 2d6.*

07–08 Artifact of Anasiron

An amulet, wand, or garment of neutral or gray appearance. When invoked, the artifact absorbs the energy of spells being cast within 30 feet. This has no ill effects on the caster, but the absorbed energy cannot be retrieved. These artifacts have a limited capacity (2d6 x 3 Energy Levels) and the GM should keep track of the number of Energy/Fatigue Levels currently absorbed. The artifact dissipates absorbed energy at a rate of one EL/FL per hour. If the capacity is exceeded, the amulet melts, explodes, misfires, or transfers the excess to its wearer. About 20% of these artifacts self-trigger at need. Charges: n/a.

09 Artifact of Banishment

A rod, amulet, staff, etc. designed to banish ethereal creatures by broadcasting a form of ethereal energy which causes them extreme discomfort. Its effects are variable and depend on the ethereal's Will; several charges may be simultaneously expended to increase the chance of success. The rod is usually invoked by a single word or short phrase. *Charges: 1d20.*

10–12 Artifact of Negation

A wand, rod, staff, amulet, or other item able, when invoked, to protect against magic and/or psionics. The effect of one charge is to reduce the EML for a designated attempt by 10. The charges may not be expended simultaneously. *Charges: 3d6.*

13 Artifact of the Heart's Desire

A wand, rod, ring, amulet, or bowl to grant wishes. The wish must be clearly stated. Most wishes take a long time to grant, and it may be impossible to tell if the wish was really granted or if the result is sheer chance. Some "wishwands" (40%) have one-word invocations. *Charges: 1d3.*

14 Barsol's Bowl

An opaque, glass bowl. Liquids placed within will boil and evaporate at a rate of one gallon per hour. There will be no residue left in the bowl. The bowl uses one charge per hour. *Charges: 1d100.*

15 Boots of Amberthan

Also called the Boots of Resilience. When invoked on stone or earth by a single word command (often "Amberthan") the wearer is rooted to the spot for one minute, but may engage in any activities which do not require foot movement. During this period, the wearer recovers fatigue at 10 times the normal fatigue recovery rate. *Charges: 4d6.*

16 Boots of the Curse of Lyaman

These comfortable, fur-lined, hide boots cause their wearer to find unexpected danger/trouble. The effects are subtle, and the wearer may remain ignorant of it for quite a long time. One effect is to make encounters more frequent and/or dangerous. *Charges: n/a.*

17–18 Boots of Turentan

Gray, hide "elven boots" that allow their wearer to move more silently, climb better, and find their way in a forest more effectively. The effects are subtle. They do not protect their wearer from being seen, nor will they suppress the noise of conversation, jangling coins, etc. *Charges: n/a.*

19 Cape of Turentan

The "Elven Cloak" is light but warm, colored in forest hues, and possessed of a mild enchantment which makes its wearer difficult to see in forested terrain. It does not provide invisibility. *Charges: n/a.*

20 Chandela's Bowl

A twelve-inch bowl of beaten copper. When incense or powder is burned within the bowl and it is properly invoked (usually by a repeating chant) a "smoke elemental" will form from the fumes. The user (only) may command the smoke creature (test user's Will x5) to perform a simple task. *Charges: 1d10.*

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21 Collar of Kartan

A narrow strip of soft hide, 24 inches long, with a delicate silver clasp. Once the collar is placed, invocation of the key word, usually "Kartana," causes it to constrict, and "Kartana-dor" to expand. The collar cannot be broken by physical force, but its power may be dispelled (Neutral/V). The collar continues to constrict until invoked again to expand; it will amputate/cut through any object and can even be made to disappear completely. It can only expand to its original size. Each use expends one charge. The final constriction causes the collar to vanish. *Charges: 4d6.*

22–23 Cone of Esoteric Insight

A conical hat which enables its wearer to think more efficiently. They are sometimes used by scholars undertaking difficult research. Cones halve skill development or learning time. They can also be used in spell research to increase RTL by SB (a Cone of Esoteric Insight does not cause Aural Interference). Use of the cone is tiring (2–12 Fatigue Levels). They have been known to cause shock or brain damage when overused. *Charges: 3d6.*

24–25 Container of Demon Essence

A container, usually inscribed with a pentagram, which contains, or is capable of containing (indefinitely) the "soul" of a demon, ethereal, astral entity, etc. The container does not force an ethereal to enter; it only captures an ethereal if the container is closed while the ethereal is inside. A container's magic fades if it is left open, so a container is normally sealed whether it contains as essence or not. The effect of opening an occupied container depends upon the nature of the inhabitant and GM discretion. *Charges: n/a.*

26–27 Cord of Querelia-Sim

A silken rope which knots or unknots itself when invoked. The rope's length is highly variable. Cutting the rope dispels its power. *Charges: 1d100.*

28 Crystal Wand of Isala

A clear or red wand 10 inches long. When invoked, it becomes a soft, cool light source illuminating a sphere 2d6 x 10 feet in radius for one hour. *Charges: 4d6.*

29 Decanter of Marvelous Elixir

A bowl, jug, etc. able to produce desired or specific liquids, etc. The chance of producing the desired substance (even when the key phrase is known) is equal to Aura x5. MF causes the item to produce nothing. CF produces a random potion whose properties (except color) are unknown. *Charges: 2d6.*

30–31 Decanter of Tears

A jug, jar, or bowl which, when uncovered, is able to precipitate water from the atmosphere. In a moist environment, the decanter can collect about a cup of fresh water in an hour. *Charges: 4d6.*

32 Dhivu's Rod

A staff or rod, commonly made of horn. When the rod is invoked and its tip is touched to bare flesh, bitter cold is inflicted on the victim; the cold causes 2d6 points of frost impact. The effect *cannot* pass through any kind of clothing or armour. *Charges: 3d6.*

33–34 Divining Aid

A mildly-enchanted throw-stick, crystal ball, or amulet which temporarily increases EMLs for Prescience, Psychometry, etc. by 1d6 points. *Charges: 2d6.*

35–36 Enchanted Instrument

A harp, lyre, flute, etc. which increases the artistry of its player. Double Musician EML when used.

37–40 Fertility and Love Charm

The most common type of amulet made. It is usually a small bag of herbs/etc. on a string or a cheap chain. They are sold in large numbers to anyone who wants children, or who is suffering from unrequited love. Effectiveness varies. Few last more than a few months.

41 Focus

A minor artifact with the Focus Power (see TREASURE 14). The form/appearance of the Focus is (usually) appropriate to the convocation.

42–44 Fork of Etosha

A wooden fork which, when invoked and touched to solid food, vibrates if the food is safe to eat. Minor impurities might be undetected; major impurities are always detected. *Charges: 4d6.*

45–46 Fount of Power

A minor artifact created by Fount of Power or a similar spell. Founts of Power hold Energy Levels which may be used (instead of, or as well as, acquiring Fatigue Levels) by a character invoking a psionic talent or a mage casting a spell. A minor Fount has no self-recharging ability; once expended, its energy must be "manually" replaced by means of a Neutral spell called Charge, or a similar spell.

47 Girdle of Heredara

This attractive, red silk belt adds 1d6 to its wearer's Comeliness. If Comeliness rises above 18, it may cause members of the opposite sex (and possibly of one's own sex) to fall helplessly in love (or lust). The effect terminates when the girdle is removed. *Charges: 2d6.*

48 Girdle of Ineffable Power

This heavy (five-pound) iron-studded, leather belt increases its wearer's Strength by 1d6 and increases the EML of any skill requiring Strength by five times the attribute increase (e.g., if Strength increases by four, Strength-related skill EMLs will increase by 20). The effect lasts for 1d6 minutes per charge. *Charges: 2d6.*

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49 Gloves of Urenalda

These translucent gloves are light and almost invisible when worn; they are said to be made of skin from human hands. When worn, the gloves increase the wearer's Dexterity by 1d6 and increase EML of any skill requiring Dexterity by five times the attribute increase. Prolonged use (over 10 minutes) reduces the wearer's natural Dexterity by 1d6 points for a time equivalent to that worn. *Charges: 4d6.*

50 Golden Bowl of Wandering Souls

A large yellow or golden bowl. When it is filled with clear, fresh water, one who gazes within may have clairvoyant or prescient visions (chance = Aura x5). In addition, an attuned user may (same chance) project their astral form (see Disembodiment on PSIONICS 5); this consumes 1d3 charges. *Charges: 4d6.*

51 Harabrakin's Box

A black wooden box, two feet square and one foot deep. Mundane objects placed inside permanently dissolve into liquids of various viscosity in 1–4 days. *Charges: 5d6.*

52–53 Holy Artifact of Omniscient and Holy Potence

A Holy Relic (see below) which also grants special powers to its wearer. The powers are usually Ritual Invocations (miracles) determined at GM discretion. Charges: 3d6.

54–56 Holy Relic

A staff, rod, robe, etc. sacred to a particular deity or demigod. Any call for divine intervention by the artifact's wearer/user enjoys a 10% bonus. *Charges: 2d6.*

57 Horn of Kergis

A horn which, when blown, will instill one's enemies with fear (test Will x3 to remain) and cause one's friends to have perfect morale. The effect lasts five minutes, but diminishes over 200 yards. *Charges: 2d6.*

58 Jorum

An urn, lockbox, etc. which contains raw elemental power of a single convocation. When at a location at which the elemental planes cannot be tapped for power, an *attuned* mage who opens the Jorum may use its power to cast a spell. *Charges: one use only.*

59–60 Morivian Skin

Morivian Skins exist for all human-sized (or larger) animals. One minute after being enfolded in the enchanted skin, the wearer assumes the form and physical powers of the animal involved. The skins of nocturnal creatures work only at night and have no effect in daylight, and vice versa. Repeated use often causes severe personality changes that may become permanent or uncontrollable, even in the absence of the skin. Some lycanthropes probably have this origin. *Charges: 4d6.*

61 Mantle of Negation

Robes, cloaks, etc. of varying color and appearance. A typical Mantle is effective against one (random) convocation although some work against neutral magic. The effect of a Mantle is to reduce the ML of spells cast against/upon its wearer by 20. The charges may not be expended simultaneously. *Charges: 2d6.*

62 Orb of Slisana

Three-inch spheres of metallic luster. Upon striking a solid surface, the orb explodes.

01–20	Smoke	51–60	Acid
21–40	Knockout Gas	61–80	Oil
41–50	Poisonous Gas	81–00	Empty

These artifacts are not necessarily enchanted. They are used by the Lia-Kavair and/or clerics of Naveh, especially in eastern Lythia. *Charges: one use.*

63 Pebbled Shroud of Haravanal

Donning this pebble-covered cloak turns its wearer into a boulder for about 12 hours. Users are unaware of their surroundings unless clairvoyance (etc.) is used. The "boulder" cannot move, but may be moved by wheelbarrow, landslide, etc.; it weighs the same as the wearer. Chipping the boulder may (50% chance) destroy the shroud and release the wearer. *Charges: 5d6.*

64 Pendant of Teldain-Aran

A small silver octagon with numerous, small red gems. Each charge can remove or neutralize a curse. *Charges: 2d6.*

65–66 Periapt of Crimson Perception

A transparent ruby in a silver setting. By gazing through it, the user is able to perceive magical residues and/or living auras as reddish or multicolored glows. Limited additional information may be gained with practice. Charges: 4d6.

67–68 Periapt of Essential Wizardry

A *non-rechargeable* store of Energy Levels which may be used (instead of, or as well as, acquiring Fatigue Levels) by a character invoking a psionic talent or a mage casting a spell. A chance-found Periapt will have 1d30 Energy Levels. Periapts usually take the form of amulets.

69 Periapt of Hesitation

Typically an ugly face carved in wood. When invoked (by being strongly presented) it causes most creatures to hesitate for a few seconds. The effect is to cause the target to briefly lose concentration, reducing EML by 10-20 in combat or spellcasting. It will not work well on the same victim twice. *Charges: 4d6.*

70–71 Periapt of the Gift of Tongues

An amulet, in the form of a stylized mouth, which enables its wearer to understand and speak any language heard. The effect lasts for up to an hour. *Charges: 5d6.*

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72 Riliar's Shell

A large enchanted seashell. When held to the ear and invoked, the user can clearly hear any conversation/noise within a range of 200 yards. *Charges: 4d6.*

73 Robe of Kesadarin

A full-length, light-blue robe which (almost) totally protects its wearer from natural cold and halves the effect of unnatural cold. It is also capable of healing one Injury Level of frost damage per watch if wrapped around a patient. Use of the robe expends one charge per watch. *Charges: 1d30.*

74–75 Runestones

A collection of small runestones. A typical full set contains 25 stones. They may be used to increase, by Runecraft SI, the EML of any spell calling for concentration or the EML of any divination-related psionic talent. *Charges: n/a.*

76–77 Scarab of the Innermost Mind

Usually in the form of a beetle encased in polished amber. When invoked, it will detect psionic energy by growing warm. It will halve the EML of any designated psionic talent or Savoryan spell cast against the wearer. Some (20%) will invoke automatically, expending two charges. *Charges: 4d6.*

78 Serpent Staff of Erdis

When invoked, this staff becomes a venomous (20% chance) or constricting (80% chance) snake which will attack a designated person. It will turn back into a staff by another invocation. If the snake is killed, the artifact is destroyed. *Charges: 3d6.*

79 Silken Boots of Juraya

When invoked, these lightweight stocking-boots enable their wearer to walk on any solid surface regardless of its inclination (even a ceiling). The wearer accrues one Fatigue Level for every five minutes of use. Each charge lasts 10 minutes. *Charges: 1d10.*

80–82 Spoon of Yavari

An enchanted wooden spoon which, when invoked and stirred in a source of water, will inform its user if the water is safe to drink. Only a yes or no answer is given. Minor impurities might be detected; major impurities are always detected. *Charges: 2d6.*

83 Tunic of Almariune

This blue tunic enables its wearer to float on water indefinitely, but will cause Peleahn mages who wear it to sink like a stone. When invoked, it also allows the wearer to swim underwater (holding their breath) for Endurance x 30 seconds (the normal maximum is Endurance x 10 seconds) at the usual triple fatigue rate. *Charges: 4d6.*

84 Staff of Draining Doom

A staff (or other artifact) which drains the energy of creatures when touched to flesh and invoked by a one word command. The effect varies a great deal, but generally inflicts 1–10 Fatigue Levels on the victim. The staff will *not* inflict fatigue through any clothing or armour. *Charges: 2d6.*

85 Staff of Sealing

A staff (or other artifact) able to jam/lock doors. The effect generally lasts an hour, during which the door cannot be opened by mundane means. The effect may be dispelled (Multi-Convocational/VII) or a second charge may be used to unlock the door. *Charges: 4d6.*

86–87 Tarot Cards

A full Hârnic tarot contains 72 (hand-made, full-color) cards. They may be used to increase, by Tarotry SI, the EML of any divination-related psionic talent or spell. Enchanted tarot cards only work if they are received as a gift. They must be kept in a soft leather bag in a wooden box, or their power will fade. *Charges: n/a.*

88 Unerring Guide of Skivaal

A short amber rod on a silver chain which points to true north when suspended. These have nothing to do with Skivaal, a semi-divine son of Sarajin. *Charges: n/a.*

89 Veil of Nathatara

This fine veil enables its *attuned* wearer to change facial appearance. The change takes about a minute to effect. Use of the veil is difficult, so novice users must keep changes simple and minor; expertise comes with practice. The effect will terminate 1d6 hours after the veil is removed. *Charges: 4d6.*

90 Violet Bowl of Shalgoram

When filled with seawater and successfully invoked (by testing Aura x5) this translucent purple bowl will divine for the user their exact location in relation to any specific object the user has previously seen and touched. Charges: 1d100.

91 Wand of Pain and Pleasure

A wand with inlaid red gems, which, when invoked, is able to inflict a brief experience of pain or pleasure when touched to flesh. An attuned wielder can choose which sensation the wand will produce, otherwise it is random. The effect is somewhat variable (GM discretion). *Charges: 4d6.*

92 Yisir's Hand

An amulet (or other artifact) in the form of a small hand carved from petrified wood. When strongly presented, it has a 80% chance of causing creatures of animal intelligence to depart. *Charges: 6d6.*

93–00 Unique Item/Multiple Items

Design a unique artifact, or re-roll TWICE.

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1d100: EARTHMASTER ARTIFACTS

The GM should generate an Earthmaster artifact if the age of the item is appropriate. Note the Earthmasters left no (known) written works. Earthmaster artifacts are not rechargeable by Shek-Pvar except for a few, very accomplished gray mages. Powered by the most fundamental sources, these are the greatest artifacts; but, because of their great age, they are particularly subject to malfunction and unpredictability.

Earthmaster artifacts are all invoked by AURA, but physical contact is usually necessary. The normal process is to roll percentile dice against a multiple of Aura (usually Aura x5). Interpretation of success levels is left mostly to GM discretion, but MF inflicts two Fatigue Levels (F2) and CF inflicts four Fatigue Levels (F4) and causes a Shock Roll.

01–03 Amulet of the Blessing of Indaris

A small, gray hexagon of metallic luster which does not need to be invoked. For as long as it is worn, it increases its wearer's Aura by 1d6 points, and increases the EML of any skill requiring Aura by five times the attribute increase. When removed, the wearer's Aura is reduced by 1d6 for a similar period. *Charges: 3d6.*

04–09 Andarin-Wysan

A small, gray, translucent egg which is able to fully recharge other Earthmaster artifacts by expending one of its own charges. If an artifact is non-functional, it will attempt to repair it (even a Godstone). This expends three extra charges and is successful only half of the time. An Andarin-Wysan cannot itself be recharged. *Charges: 1d100.*

10–12 Bags/Boxes of Indethan

Usually in the form of a pair of matched black bags or boxes, typically plain and ordinary looking. When an item is placed in one of the bags and the bag is successfully invoked (test Invoker's Aura x5) the item appears in the other bag. With CS, the item teleports instantly; with MS, the item appears in 1d20 hours; with MF, the item appears in 1d30 days; with CF, the item is lost. Teleportation works over any distance, even between worlds. It is rare for both bags/boxes to be found in the same location. If one of the pair has been destroyed, items placed in the surviving bag may disappear. *Charges: 1d100.*

13–14 Bag/Box of Karadh

Such artifacts come in various forms/sizes (volume = 1d3 liters). They have the power to transmute matter into other materials. CS when invoking the artifact enables one to have *some* control of the outcome. *Charges: 2d6.*

15 Dreamstone of Relgaria

A translucent, multicolored crystal generally two feet across and weighing 400–2,400 pounds. If within 100 feet of the stone, the ML of all non-dormant psionic talents will (temporarily) double.

When any entity with Aura touches the stone, the entity enters a state of dreaming suspension. The entity will remain in stasis indefinitely, immune to harm until released; a captive may release itself by invoking the Dreamstone. Touching an immobilized creature will entrap the toucher. Anyone who has had contact with the stone for at least 24 hours may, when released, increase ML in one non-dormant psionic talent (chosen at GM discretion) by 1d6 to a maximum of 100 + SB.

Dreamstones are prone to malfunction and sometimes have alarming side effects, such as temporary or permanent madness or psionic blindness. Even when functioning properly, they are powerful psionic artifacts which inflict discomfort (1–4 Fatigue Levels per minute) to anyone within range, except those touching the stone. *Charges: 10 x 1d100.*

16–18 Eye of Xaral-Akyr

A four-inch-long, crystal egg. It vibrates in the presence of telepathic sendings and, when invoked, will enable the holder to receive them. *Charges: 1d100.*

19–20 Fortress-Box of Alakath

Normally in the form of a fifteen-inch white cube weighing 20 pounds plus the weight of its contents. When invoked, the box unfolds into a fifteen-foot cube, into which may be placed any object/person. The box may be refolded by the invoker with persons/objects inside, and will indefinitely maintain them free of erosion, aging, and harm. A charge is expended to fold or unfold the cube. *Charges: 2d6.*

21–25 Green Eye of Turembor

A spherical, transparent green stone. When held to the eye, it gives its user a magnified view (tinted green) of any object in line of sight. Charges: n/a

26–27 Hiri-Delyn

A black vest made of a very soft, flexible, and unknown material. When donned, the vest will expand or contract to fit its wearer. Forces which could injure the wearer cannot penetrate the vest; however, forces directed against a body area which is not protected by the vest have their usual effect. A charge is used each time the vest protects its wearer from harm. *Charges: 3d6.*

28–29 Hooded Robe of Nonbeing

This rare and powerful mantle is usually large, light, and shroud-like. About 30 seconds after enshrouding oneself, the wearer becomes invisible and non-corporeal for 10 minutes per charge expended. *Charges: 2d6.*

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30–38 Idjar's Eye

A large piece of moonstone in a silver setting. By looking through the pendant at an interworld portal, the user can see the portal's destination; the Eyes are only about 90% accurate, however. These amulets actually have nothing to do with Idjar, a semi-divine son of the god Sarajin. *Charges: n/a.*

39–42 Jeweled Rod of Awe

A metallic rod adorned with clear gems. When held aloft and invoked, the rod causes everyone within 50 feet (except the user) to test Will x3. A victim accrues four Fatigue Levels (F4) with CF, two Fatigue Levels (F2) with MF, one Fatigue Level (F1) with MS, and no Fatigue Levels with CS. After accruing any fatigue, the victim makes a Shock Roll (except with CS). *Charges: 2d6.*

43–49 L'kirl-Wysan

A slim, silver, metallic egg about five inches long. When invoked, it may telepathically be given a message, which it will go to extraordinary pains to deliver, teleporting between worlds if necessary to seek out the intended recipient. The time it takes will depend on the success achieved invoking it. When the recipient is found, it will hover near them until they invoke the message, which it will telepathically transmit and then fall dormant. *Charges: 1d100.*

50–56 Mantle of Everlasting Balm

A large, thin, snow-white blanket, tacky to the touch on the inside. It weighs about 10 pounds. When wrapped securely around a (single) patient, it automatically invokes and will heal any/all physical ailments. One charge is expended for each Injury Level. An amputated arm is completely regenerated and fully healed at a cost of five charges, and a leg for seven. Any infection will be defeated at a cost of two charges. When all healing is complete, the mantle will restore life to a dead patient (two charges per each day dead). This form of revivification does not restore the (ethereal) spirit, which must be willing to return. The patient remains comatose for 100 minutes times the number of charges expended. *Charges: 1d100.*

57–59 Mirror of Soul Stealing

Usually takes the form of a multi-faceted, translucent cut gem. When invoked against a living creature, the prism attempts to draw the victim within itself. The victim tests Will x5 to avoid entrapment. Once within, captives are kept in separate facets. The capacity of the Prism may be randomly generated with 2d6. *Charges: 5d6.*

60–62 N'garith

A bowl of pure white jade. When a N'garith is filled with water, it cures a phobia or mental illness. On the other hand, a user with neither who gazes into a N'garith will acquire a phobia (CHARACTER 11). Users may also experience other-worldly visions. *Charges: 1d100.*

63–64 Putrid Bowl of Erag-Kanau

A four-inch bowl of unknown material. When invoked, any organic material placed within will, within 4–24 minutes, convert into a fungus (See Encounters Sub-table 14). What use the Earthmasters had for such a thing is a mystery. *Charges: 1d20.*

65–74 Rings of Mystic Wonder

Such a ring is commonly a purple gem in a simple setting. Its gives its wearer a randomly-generated psionic talent, the ML of which is the wearer's Aura x5, for as long as the ring is worn. Once it has been consistently worn for a month, the wearer tests Aura x1: with MS/CS, the ring grants the talent permanently at SBx1. A ring always grants the same psionic talent (e.g., once it is determined the ring grants Healing, it will always grant Healing). Malfunctioning rings can cause madness or psionic blindness. *Charges: n/a.*

75–79 Rod of Scintillating Doom

A metallic staff about 30 inches long. When invoked, the rod fires a pencil-thin beam of burning, coherent light in a perfectly straight line up to a distance of 200 yards. The beam will burn through two feet of wood, a foot of stone, or six inches of metal in 10 seconds (one charge). It will not fire upon any creature, or item, with Aura. *Charges: 5d6.*

80–82 Shadow Bag of Iltain-Sheral

Usually a large, black sack which, when opened, releases a spatio-temporal discontinuity (nexus) which distorts magic, psionics, and even thought, and has been known to throw people between worlds (see "Loag's Box" in the Common Knowledge section of ***HârnPlayer***). The nexus is a kind of psionic storm which remains in place until invoked back into the bag. The effects are random, often frightening, and uncontrollable by anyone with an Aura of less than 20 or Will under 17. Iltain-Sherals are sometimes called "raw essence of Godstone."

83–89 Sli-Hordrh

Usually in the form of a six-inch tetrahedron of clear crystal. If successfully invoked, the user is able to establish telepathic contact with well-known persons/creatures at any distance. With CS, it is possible to view well-known locations (i.e., clairvoyance). *Charges: 1d100.*

90–92 Ward of Shonjor-Kalim

A short rod which, when invoked, cannot be approached by any creature with Aura except the invoker. The closest approach possible is (25 – Will) feet. The effect will continue (using one charge per day) until stopped by the invoker's touch. *Charges: 1d100.*

93–00 Mysterious Earthmaster Artifact

Roll on the sub-table (next page), or the GM may design a unique Earthmaster artifact.

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Mysterious Earthmaster Artifacts

The purpose/effect of the following artifacts has puzzled scholars for generations. Most of them do some fairly interesting things, but none do anything that seems useful. Some have proposed they are simply defective artifacts, while others claim they are toys for children of the Ancients.

01–15 Earthmaster Artifact A

A two-foot-long cylinder (four inches in diameter) made of a very heavy, blue metal (the item weighs 280 pounds). Attached to one end of the cylinder is a small gray cylinder. When this small cylinder is pushed (like a button) the color of the large blue cylinder changes to red over a period of about 10 seconds. Pushing the "button" again restores the original color. *Charges: 1d30.*

16–30 Earthmaster Artifact B

A disk (six inches in diameter and one-half-inch thick) with a three-inch diameter hole in the middle. It appears to be made of a copper-like metal, but does not dent, scratch, or mar. If struck, it produces a high-pitched clear ringing. If flipped like a coin, it bounces in a strange manner and frequently comes to rest on its edge. *Charges: n/a.*

31–35 Earthmaster Artifact C

A twelve-inch-long bar with cross-section of a hexagon. The bar is two inches thick. It looks as if it is made of gold and feels like solid metal, but it weighs only about four pounds (if it were made of gold, the item would weigh nearly 30 pounds). It behaves in all other ways like rubber, except it does not break or scratch. *Charges: n/a.*

36–55 Earthmaster Artifact D

Comprises 36 balls, each one-half-inch in diameter, made of shiny, reddish stone. They behave as if they are connected magnetically, but they cannot be separated. They can be shaped into any configuration as long as each ball is touching at least one other ball. Over a period of days, however, they will gradually reorganize themselves back into a "default" shape. The "default" shape changes very slowly (almost imperceptibly) over time. *Charges: n/a.*

56–65 Earthmaster Artifact E

A three-inch diameter metal disk, 1/8 inch thick. One side has a flat gray finish; the other side has a flat black finish. The edge is highly polished and reflective. The disk is very resistant to scratching, especially on the edge. The edge even resists dirt, water, oil, and other substances, which appear to slide right off. *Charges: n/a.*

66–80 Earthmaster Artifact F

A thin (2 mm) metallic strip eight inches long by one inch wide. One side of the strip is glossy black; the other side has eight colored squares in a row (also with a glossy finish). The strip will securely attach itself to any non-living surface it comes into contact with; removal requires an Aura-based invocation roll. The strip will be stiff and straight when held in the air, but it will conform to any surface to which it adheres. *Charges: 2d6.*

81–95 Earthmaster Artifact G

A smooth, dull, gray stone orb, three inches in diameter, sitting on top of what looks like a six-inch tall, green vase. The vase has a grainy finish, like stone, but feels like metal, sounds like metal when struck, conducts heat and cold like metal, etc. The orb can spin in any direction, but will not come off the top of the vase. *Charges: n/a.*

96–00 Earthmaster Artifact H

A thin, cylindrical, metallic black shaft (seven inches long and one inch in diameter) with a pointed tip, piercing the center of three thin parallel metallic disks (six inches in diameter and about 1/2 mm thick) situated about half an inch apart. When invoked and spun like a top, the object will remain anchored in its position and rapidly accelerate to an alarmingly-large number of rotations per second. It will remain at that speed until stopped by another invocation or by physically grabbing the shaft (grabbing the disks while they are spinning would be a bad idea—finger sandwiches, anyone?). *Charges: 2d6.*

Other Earthmaster Artifacts

Pseudostone Slab

These slabs are often used as bases holding other Earthmaster artifacts. They are commonly a square slab (or slabs) of gray pseudostone, usually about an inch thick, and ranging in size from about three to 18 inches per side. When held in the air and successfully invoked (the usual Aural Invocation with physical contact required) the slab will remain in position hanging in midair. Once in position, the slab is immovable by any known physical force and can only be moved after another invocation. *Charges: 3d6.*

Crystals of All Shapes and Sizes

Crystals are often found at Earthmaster sites. Shapes vary a great deal: spherical, cylindrical, conical, pyramidal, cubical, egg-shaped, etc. They sometimes are found arranged in strange groupings or found singly (perhaps floating in midair on a pseudostone slab). They can be rough or polished, natural or cut. They are usually not gem quality (poor clarity). *Charges: n/a.*

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estiaries are a useful source of creatures to help or hinder player characters. The table on BESTIARY 2 summarizes common Hârnic creatures in two groups: magical & mundane. It is further organized into species categories, such as GARGUN and IVASHU. We have included detailed articles for the most important species.

BESTIARY STATS

Attributes

The statistics given are *averages* for healthy, mature creatures. The GM can vary them to account for the age, sex, and health of the creature.

The easiest method to handle variation is to reduce a **3d6** attribute by 7 and add 2d6. Minimum attribute score is 1, maximum is double the number given. Skills, Impacts, and Armour are then modified at GM discretion.

Skills & Weapons

Natural weapon skills are listed in order of typical preference. That is, if "claws" are listed before "bite", the creature is more likely to claw than bite. This does not apply to defense. All creatures use viable defensive options — an animal is likely to dodge or counterstrike rather than use a paw to block.

The numbers given for each combat skill are ML and Impact. Hence, "Bite 75/5p" indicates that the creature can Bite at ML75 with a point impact of 5. Natural combat skills are based on AGL AGL WIL (sometimes DEX DEX WIL) generally x5 for the primary skill and x4 for secondary skills.

Impacts are a function of STRENGTH, generally STR÷4. Bite and Claw impacts may be rated higher for carnivores and lower for herbivores.

Flying creatures have their MOVE expressed as Ground/Air. Extra impact has been added to their **Talon** attack to reflect airspeed.

Weapon aspects are: **b**lunt, **e**dge, **p**oint, and **f**ire/frost.

Armour

Each creature has typical armour in standard format indicating protection against various kinds of strike. For example, a line reading B3 E4 P2 F4 means that the creature has a protection of 3 against blunt strikes, 4 against edge strikes, 2 against point strikes, & 4 against Fire/Frost attacks.

With armour-wearing creatures, like Gargun, we have precalculated the values for their most common armour, as listed under *Equipment*.

Ethereals

Ethereal creatures do not have physical stats or armour. Only enchanted weapons and spells can affect them.

Psionic and Magic skills are AURA x5. Ethereal DODGE is Aura x5; INITIATIVE SB is Aur Wil Wil.

See *HârnMaster Religion* for more details about ethereals.

Creature Size

The *HârnMaster* combat system is detailed and realistic when dealing with human-sized combatants, but larger or smaller creatures can cause problems.

Creature size is a complex issue for melee combat. While it is true that larger creatures are bigger targets, they also have greater REACH.

The impact for some creatures can be much less significant than the impact generated by the strike dice.

For creatures that are half man-size (or less) roll d4 for impact dice. For creatures that are double man-size (or more) roll d8 for impact.

d4 Creatures <3 feet
d6: Creatures 3 to 12 feet
d8: Creatures >12 feet

At GM discretion, for very small creatures, d3 or even d2 can be used; for very large creatures, use d10 or d12.

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SPECIES	STR	STA	DEX	AGL	EYE	HRG	SML	INT	AUR	WIL	INI	END	MOV	DGE	ARMOUR				SKILLS
CHIMERA/Centaur	25	10	11	13	11	11	11	12	13	15	70	17	20	65	B4	E3	P1	F3	Shortbow 80, Trample 56/6b, Awareness 44, Stealth 52
CHIMERA/Griffin	16	20	•	15	19	15	15	8	12	16	80	17	12/36	75	B3	E4	P2	F4	Talon 75/8p, Beak 60/4p, Awareness 64, Stealth 60
CHIMERA/Hirenu	20	10	•	12	28	20	16	6	15	14	65	15	14/42	60	B4	E3	P1	F3	Talon 65/9p, Trample 52/5b, Awareness 84, Stealth 60
DRAGON/Fire or Frost	48	36	5	8	17	15	14	13	13	19	75	34	14/42	40	B12	E15	P12	F14	Breath 65/12f*, Tail 60/12b, Awareness 60, Stealth 56
DRAGON/Ilme (male)	36	30	7	6	12	14	14	13	8	6	30	24	11/7	30	B10	E8	P7	F9	Bite 30/12p, Awareness 52, Stealth 36, Swimming 85
DRAGON/Wyvern	18	20	•	11	19	15	17	4	3	16	70	18	10/40	55	B8	E5	P8	F7	Talon 65/9p, Tail 52/5p, Awareness 68, Stealth 56
ETHEREAL/Asir	•	•	•	•	•	•	•	10	13	10	55	•	16	65		Ethereal			Charm 65, Telepathy 65, Sensitivity 65
ETHEREAL/Dryad	•	•	•	•	•	•	•	12	18	12	70	•	14	90		Ethereal			Charm 90, Telepathy 90, Sensitivity 90, Fyvria 90
ETHEREAL/Elmith	•	•	•	•	•	•	•	9	11	8	45	•	10	55		Ethereal			Charm 55, Telepathy 55, Sensitivity 55
ETHEREAL/V'hir	•	•	•	•	•	•	•	15	21	21	105	•	16	105		Ethereal			Telepathy 105, Sensitivity 105, Peleahn 105, Whip 84/5f
GARGUN/Arak	7	10	13	10	9	16	13	10	9	10	50	9	10	50					
GARGUN/Hyeka	8	11	12	9	9	13	11	9	7	11	50	10	9	45					
GARGUN/Khanu	10	13	12	9	9	13	11	10	9	13	60	12	9	45		See: Gargun article for armour & skills			
GARGUN/Kyani	8	11	12	10	9	13	11	11	10	12	55	10	10	50					
GARGUN/Viasal	9	12	12	9	9	13	11	9	8	13	60	11	9	45					
IVASHU/Aklash	19	18	10	8	4	10	6	4	8	14	60	17	10	40	B10	E8	P7	F7	Breath 60, Claw 50/5e, Awareness 28, Stealth 44
IVASHU/Hru	57	40	8	6	7	7	7	11	10	13	55	37	7	30	B12	E11	P10	F10	Trample40/14b, Awareness 28, Stealth 36
IVASHU/Nolah	14	19	12	17	11	15	15	12	15	11	65	15	13	85	B9	E7	P5	F6	Charm 75, Unarmed 70/4b, Awareness 56, Stealth 56
IVASHU/Umbath	•	•	•	•	•	•	•	13	19	12	70	•	40	95		Ethereal			Telepathy 95, Sensitivity 95
IVASHU/Vlasta	6	10	17	19	17	15	19	3	5	10	65	9	25	95	B2	E1	P1	F2	Claw 80/2e, Bite 64/2p, Awareness 68, Stealth 60
UNICORN	28	9	•	13	16	18	16	8	15	14	60	16	45	65	B4	E3	P1	F3	Fyvria 75, Horn 65/7p, Awareness 68, Stealth 56
YELGRI	8	7	8	10	17	15	15	6	10	10	50	8	10/30	50	B3	E3	P1	F4	Spear 40/7p, Claw 50/2e, Awareness 64, Stealth 48
BEAR/Black	16	13	•	13	15	13	24	5	9	13	65	14	28	65	B5	E3	P2	F4	Claw 65/4e, Bite 52/4p, Awareness 68, Stealth 52
BEAR/Brown	28	15	•	12	14	12	24	4	10	12	60	18	30	60	B6	E4	P3	F5	Claw 60/7e, Bite 48/7p, Awareness 68, Stealth 48
BEAR/Snow	33	18	•	11	16	12	26	5	11	15	70	22	32	55	B7	E5	P3	F6	Claw 60/8e, Bite 48/8p, Awareness 72, Stealth 52
BIRD/Eagle	6	10	•	10	30	22	18	8	12	10	50	9	10/50	50	B3	E2	P1	F2	Talon 50/7p, Beak 40/2p, Awareness 92, Stealth 56
BIRD/Falcon	4	8	•	12	28	20	18	7	10	8	45	7	12/96	60	B3	E2	P1	F2	Talon 55/10p, Beak 44/1p, Awareness 88, Stealth 52
BIRD/Owl	5	8	•	9	26	24	18	9	11	12	55	8	8/40	45	B3	E2	P1	F2	Talon 50/5p, Beak 40/1p, Awareness 92, Stealth 60
CAT/Mountain Lion	10	11	•	18	16	18	20	5	10	18	90	13	50	90	B4	E3	P1	F3	Claw 90/3e, Bite 72/3p, Awareness 72, Stealth 72
CATTLE/Domestic (Bull)	35	13	•	11	10	18	16	4	5	10	50	19	28	55	B4	E3	P1	F3	Horn 55/9p, Trample 44/9b, Awareness 60, Stealth 52
DEER/Red (Stag)	29	13	•	14	14	22	18	5	11	8	50	17	40	70	B4	E3	P1	F3	Antlers 60/7p, Trample 48/7b, Awareness 72, Stealth 60
DOG/Hound	8	9	•	13	16	15	30	6	8	11	60	9	36	65	B4	E3	P1	F3	Bite 60/4p, Awareness 80, Stealth 52
DOG/Mastiff	9	8	•	14	18	16	25	6	9	13	65	10	32	70	B4	E3	P1	F3	Bite 70/4p, Awareness 80, Stealth 56
DOG/Black Wolf	12	10	•	14	18	16	26	5	9	16	75	13	38	70	B4	E3	P1	F3	Bite 75/6p, Awareness 80, Stealth 60
DOG/White Wolf	14	10	•	13	20	16	24	5	10	16	75	13	40	65	B4	E3	P1	F3	Bite 70/8p, Awareness 80, Stealth 60
GOAT/Mountain	10	15	•	16	15	16	20	5	6	15	75	13	35	80	B5	E4	P1	F3	Horn 80/3b, Awareness 68, Stealth 64
HARE/Rabbit	5	7	•	16	14	25	20	2	7	6	45	6	40	80	B4	E3	P1	F3	Bite 65/1p, Awareness 80, Stealth 64
PIG/Wild (Boar)	18	16	•	9	8	12	20	6	9	12	55	15	30	45	B4	E3	P1	F3	Tusks 50/5p, Awareness 52, Stealth 44
SHEEP/Mountain	13	14	•	14	15	16	20	3	4	15	75	14	32	70	B5	E4	P1	F3	Horn 70/3b, Awareness 68, Stealth 60

*Impact given is average. See separate DRAGONS article for details

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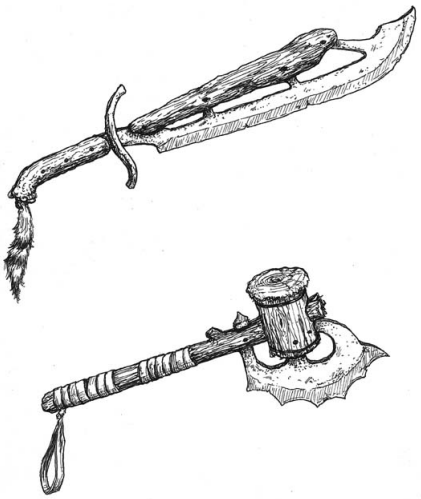
Gargun are a race of malevolent, small, intelligent humanoids, also known as fowlspawn, orcs, and goblins. They are divided onto five sub-species which are unable to interbreed. Gargun are the most aggressive and barbaric of the intelligent, culture-forming Hârnic species. They are also the most alien, being dramatically distinct from all others in their origin, biology, and society. It is rare for a culture to have no redeeming features, but that of the Gargun comes close.

O human kind, born to rule,
Beware the demon Foulspawn.
Larani fair, none be so cruel,
O save us from the Foulspawn.

Gargun Weapons

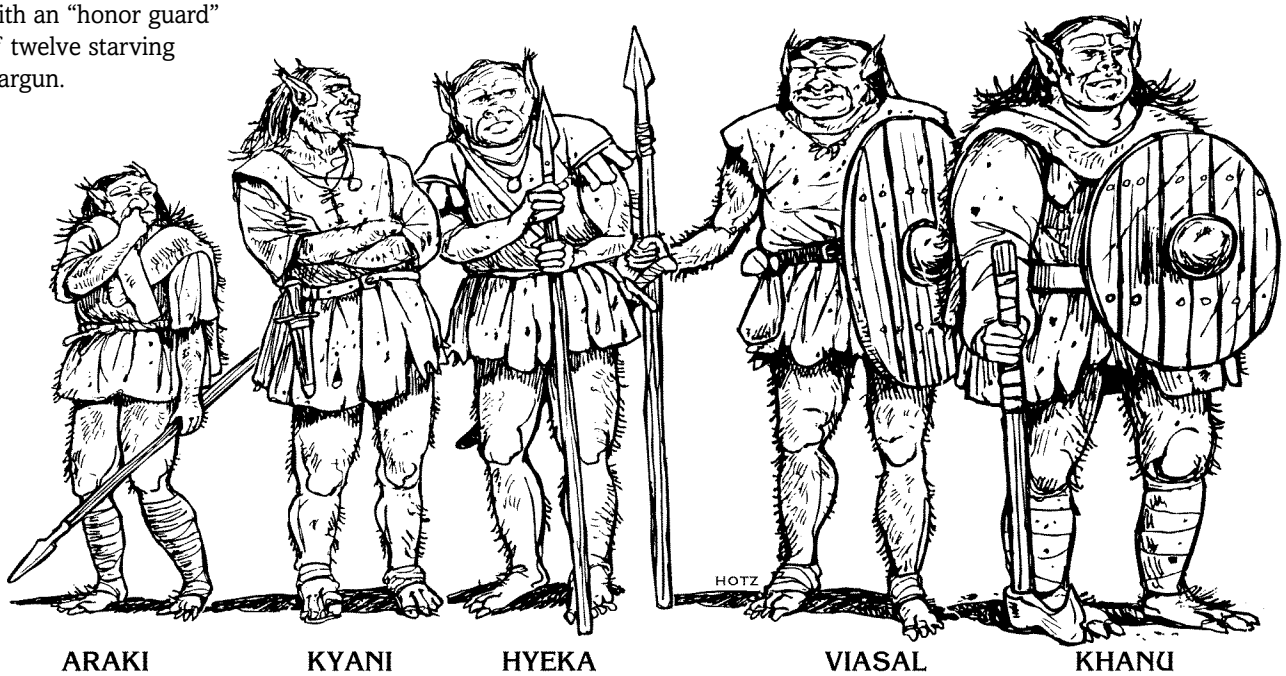


HISTORY

The Gargun first appeared on Hârn about 110 TR during the Tyranny of Lothrim, a renegade mage who sought to use his considerable arcane powers to build a Hârnic empire. They quickly became Lothrim's primary tool for subjugating his neighbors, and their ferocity and depravity became feared throughout the island, earning their lord the sobriquet "Lothrim the Foulspawner."

How Lothrim produced the Gargun is one of the great mysteries of Hârn. Genin the Mage believed they originated on Midgaad, one of the Kethiran familial worlds, and were "imported" to Hârn through the Godstone at Elkall-Anuz. Golor the Quick had another view, suggesting that Lothrim used magical aid to breed the Gargun from captured Khuzdul or Sindarin. The five distinct sub-species existed from Lothrim's days and may have originated as specialists within a larger community of Gargun (soldiers, hunters, miners, etc.)

The orcs soon proved almost ungovernable. Despite his arcane powers, Lothrim was forced to occupy them with constant wars to maintain control. In 120, after attacking and destroying the city of Kiraz, Lothrim's orc army was annihilated by an avenging Khuzan army at the Battle of Sirion. Lothrim was captured and is said to have been buried alive in a stone tomb with an "honor guard" of twelve starving Gargun.



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GARGUN 2

The Foulspawner's demise released the surviving Gargun from central control and they sought refuge from the Khuzdul in the mountainous areas of Hârn. The subsequent withdrawal of most Khuzdul to Azadmere soon allowed the Gargun to flourish.

Conflict with other races was inevitable given the Gargun breeding rate. Population pressure forced some Gargun to descend from the mountains into conflict with Hârn's tribal folk. This forced some tribesmen to attack the civilized human kingdoms, an event known as the Migration Wars. By 250, the Gargun were widespread throughout Hârn, and their population of about 50,000 has been relatively stable since then.

BIOLOGY

Gargun have a reproductive system similar to some insects. In each tribe there is at most one fertile female (the queen) and generally one fertile male (the king). Both sexes become fertile only through continued sexual relations with the opposite sex. Females are the most fertile between the ages of eight and 12.

About one month after impregnation, a queen will lay, depending on her age and health, up to 80 gelatinous eggs. If the eggs are stored in a dark, humid environment and covered with a good supply of decomposing organic material, they will hatch in three to six months.

Gargu-Hyeka Queen

Only one percent of the eggs hatch as females. If sexually exposed to males for about six consecutive hours, these "princesses" become fertile queens. Since only one queen is tolerated in a tribe, other females are killed and eaten or, more commonly, segregated to form a "Queen's Guard." These female warriors are often the most vicious fighters in the tribe.

Occasionally a princess will be abducted by a group of males who intend to start a new colony. Tribes which lose their queen will strive to kidnap a princess or face certain extinction. Since queens become bloated and almost immobile, few princesses desire the role.

Most male Gargun never have sexual contact with females of their own species. This does not mean these males are impotent; they are fully capable of rape, as survivors (both male and female) of Gargun raids can attest. Sexual tension and competition for sexual access to the queen explains much about Gargun society.

Contrary to widely-held belief, Gargun cannot impregnate human females. Magic or alchemy can permit fertilization to occur between two different sub-species, but the Gargun resulting from such a union are always sterile and insane.

Gargun have the shortest lifespans of Hârn's intelligent culture-forming races. Fully grown within a year of hatching, they seldom live past the age of 25. Most die violently long before then.

Racial Memory

Newborn Gargun are hatched possessing a common set of memories, or more accurately, racial instincts fused within their genetic code. This racial memory includes the basics of their language, customs, fighting, etc. Additional specialized information is included for each sub-species. For example, Arak are hatched knowing more about hunting while Hyeka instinctively know more about mining.

Because Gargun begin life with so much cultural information, they develop very quickly. Newborn Gargun almost immediately interact with their tribe and reach adulthood within a year. However, their racial memory cannot change (beyond normal genetic evolution) and is therefore a fixed pool of knowledge from one generation to the next. Unlike other intelligent species, Gargun society remains almost totally unchanging.

Although Gargun begin life with a common set of memories, they are still able to learn. Indeed, one of the first things newborn Gargun need to discover is the geography of their lair and surrounding area. If lucky, the young are taught this additional information, but most newborns learn by trial and error, or by watching

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and listening to others. If all the elderly Gargun avoid a certain tunnel, for example, most newborns will eventually notice and copy the action. This can result in Gargun avoiding areas for reasons long forgotten.

A crucial element of their racial memory is an instinct to submit to a clearly superior authority. Hence, the Gargun will accept the control of a king, provided he demonstrates an ability to eliminate rivals. Similarly, most species accept slavery under the dominant Khanu. This trait explains Gargun submission to Lothrim, whose arcane powers and cruelty were formidable. It has also, from time to time, allowed others to gain brief dominance of some orc colonies. Continued submission, however, demands that the controlling force be merciless; any sign of weakness brings an immediate revolt which is inevitably fatal to the tyrant.

SOCIETY

Gargun tribes vary dramatically in size, ranging from forty orcs to a few thousand. Only the colony-dwelling species form the large tribes. Gargun tribes constantly raid each other. Even within their own tribe, Gargun squabble, maim, kill, and cannibalize each other. However, if faced with an external threat, or an appealing target for aggression, they will suspend internal discord until the common enemy is defeated. Only with an exceptionally strong king is there any hope of tranquillity within a Gargun colony, but even this brings a population explosion which always leads to a massive bloodletting.

Gargun have no social restrictions barring competition to become king, and thereby gain access to the queen. Methods range from a knife in the back while sleeping to mortal combat with the community watching. The only requirement, from the point of view of the would-be king, is to survive long enough to enjoy it. Few survive more than a year. It is considered an important rite for a new king to publicly devour the body of the deposed monarch. That Gargun are violent by instinct is not surprising considering that most of them are the offspring of the most aggressive males.

Gargun are nocturnal; they prefer to hunt and raid at night when their vision is most keen. They usually find cover and sleep during daylight hours, but can fight in sunlight if necessary.

Gargun eat only meat and always seem to be hungry. Most tribes are constantly hunting, although a few also keep food animals. They do not hesitate at cannibalism (some tribes even regard the meat of their young as a delicacy) and all Gargun very much enjoy eating human or Khuzan flesh. Sometimes they cook or kill their food before dining.

Gargun have an abiding, almost insane hatred for the Khuzdul. They will attack any dwarves they find if there is the slightest hope of victory. The animosity is mutual; the two races have a long history of conflict dating from the Carnage of Kiraz six centuries ago. Nothing is likely to please a dwarf more than the gift of an orc's head.

The Swarm

When a Gargun colony becomes overcrowded one of two events will occur: a bloody civil war or a swarm. Civil wars can kill up to 80 percent of the population in a sudden orgy of bloodletting, perhaps lasting only an hour. A swarm occurs when a significant number of males, perhaps 40 percent, seize the queen or more likely a princess, and escape to establish a new colony. A swarm can be very unpleasant for anyone in its path.

Language & Scripts

Each sub-species has a distinct language. Racial memory includes grammar and vocabulary. None of the Gargun languages have an extensive vocabulary and gestures are used to quantify statements or indicate emotional states. Most humans cannot interpret these rapid hand signals, so Gargun speech inevitably sounds like chaotic grunts and growls.

Communication between the sub-species is also difficult. Each language assumes the speaker is conversing with someone with the same racial memory. Consequently, each language is difficult to learn for another sub-species. It is easier for Gargun to learn a local human language than another orc tongue. However, their racial memory also includes a highly-developed sign language which is identical for all Gargun. This sign language, supplemented by Hârnic, is used for communication between the sub-species.

There are no Gargun scripts. Although reading and writing is mostly unknown, a few orcs have been taught the scripts of other races.

RELIGION

The Gargun are irreligious. Their racial memory informs them they were “Forsaken by the Gods” but they cannot explain the origin of this notion. Their instinctive awe and fear of superior power has allowed a few bold clerics of Morgath and Agrik to convert some Gargun, but this has always been short-lived. The Gargun require an ongoing demonstration of superiority to honor their submission. No deity, not even Morgath, is willing to play this game, and Gargun cannot accept blind faith.

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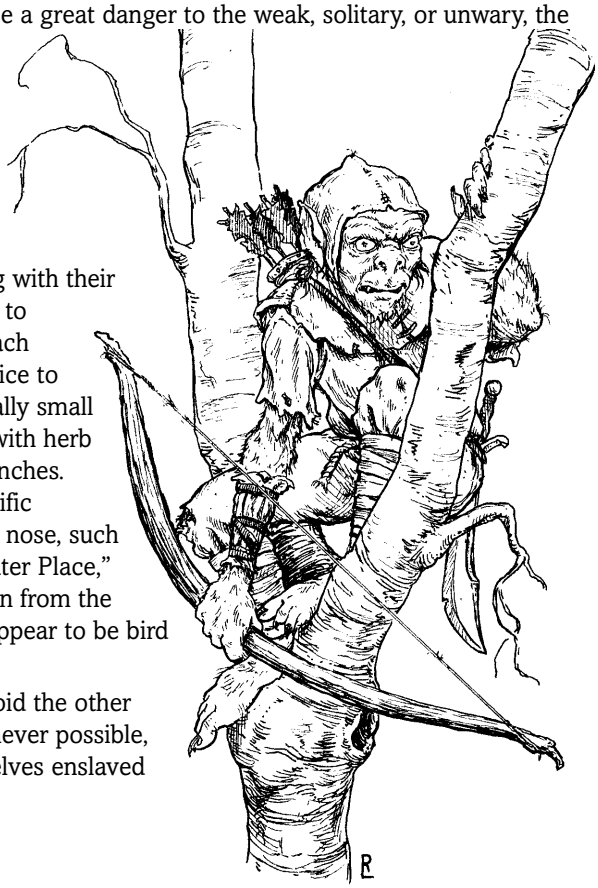
GARGU-ARAK
The Small Orc

The small or streaked orc represents about a third of Hârn's Gargun population. They are smaller and lighter than other Gargun, averaging just over three feet in height, with tawny, streaky brown fur. Unlike other subspecies, they mostly dwell outdoors in tribes of 40–240.

Araki *nations* are made up of two or more tribes which range over several hundred square miles. Each nation will have at least one queen, and sometimes two or three. As a result, Araki nations may have more than one king, with the predictable result of ongoing internal conflict. The tribes possessing a queen often attempt to achieve leadership of their nation, trading her favors and offspring for tribute. More often, however, demands for tribute are answered by raids from queenless bands seeking to steal a queen or princess.

Araki dwellings can be little more than crude huts and they sometimes sling "nests" in trees. Larger tribes build lodges by first excavating a large pit and then building a shored, earthen roof over the hole. The lodge will have several interlocking chambers and acquire additional side tunnels as time passes.

Despite their small statures, the Araki are among the most feared of nocturnal predators. They possess an acute sense of hearing and smell, keen nightvision. They make their own weapons, and, unique among Gargun, employ shortbows. Some Araki also use blowguns to fire poison darts. While they pose a great danger to the weak, solitary, or unwary, the Araki will not attack a large and vigilant party unless driven by hunger.



Most Araki have great skill in Herblore and use this knowledge, along with their acute sense of smell, to communicate with each other. It is their practice to hang totems, essentially small leather bags stuffed with herb leaves, from high branches. Each herb has a specific meaning to the Araki nose, such as "Good Hunt," "Water Place," "Bear Cave," etc. Seen from the ground, the totems appear to be bird nests.

Araki tend to avoid the other Gargun species whenever possible, but often find themselves enslaved by Khanu.

GARGU-ARAK

Habitat: Forest/Woodland
Height: 38"
Weight: 72 pounds
Diet: Carnivore
Lifespan: 20–25 years
Group: 2d6

ATTRIBUTES

07 STR	09 EYE	10 INT	09 END
10 STA	16 HRG	09 AUR	10 MOV
13 DEX	13 SML	10 WIL	
10 AGL	11 VOI	05 MOR	

SKILLS

50 INITIATIVE	52 AWARENESS
50 DODGE	50 CLIMBING
50 UNARMED 2B	45 JUMPING
50 SHORTBOW	48 STEALTH
45 CLUB 4B	50 THROWING
60 DAGGER 5P	60 HERBLORE
55 *MANKAR* 5E	50 SURVIVAL
55 SHIELD 1B	65 TRACKING

ARMOUR

Natural: B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

1d100		B	E	P	F
01-05	Skull	6	7	4	6
06-10	Face	3	2	1	2
11-15	Neck	6	7	4	6
16-27	•Shoulder	7	8	5	7
28-33	•Upper Arm	5	4	2	4
34-35	•Elbow	4	3	1	3
36-39	•Forearm	4	3	1	3
40-43	•Hand	3	2	1	2
44-60	Thorax	7	8	5	7
61-70	Abdomen	7	8	5	7
71-74	Groin	5	4	2	4
75-80	•Hip	5	4	2	4
81-88	•Thigh	4	3	1	3
89-90	•Knee	4	3	1	3
91-96	Calf	4	3	1	3
97-00	Foot	4	3	1	3

• Odd = Left, Even = Right

EQUIPMENT

Shortbow, Mankar, Club, Dagger, Buckler.
Cloth Tunic, Leather Vest & Cowl.

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Art: *Richard Luschek*

GARGU-HYEKA
The Brown Orc

The brown orc represents about half of Hârn's Gargun population. Their fur ranges in color from black to auburn, and they average just under four feet in height. Small bands of queenless Hyeka may be found dwelling in the mode of the Araki, but they are most noted for their large cave complexes that typically contain one queen, a few dozen princesses, and between 1,000 and 2,000 males.

As mining engineers, Hyeka are second only to the Khuzdul. Chambers and passages in a Hyeka cave complex tend to run in straight lines, although irregular natural caverns may be included. Numerous redoubts, blind-ways, pits, and other traps designed to foil intruders are common. Most complexes contain iron mines and armouries which can produce fairly good weapons, notably mangs and mankars. Hyeka produce passable scale and mail armour, but most wear leather armour.

The Hyeka keep livestock, mostly wild cattle and horses, as food animals in large external pens. These provide a significant portion of their diet, but rarely meet the entire needs of the complex. Hyeka bands hunt a range extending up to ten leagues around the complex. The security provided by their intricate colonies, and their naturally-high birthrate, make the Hyeka the most likely of all Gargun species to swarm.

GARGU-HYEKA

Habitat: Caverns/Forest
Height: 47"
Weight: 98 pounds (Heavy)
Diet: Carnivore
Lifespan: 20–25 years
Group: 3d6

ATTRIBUTES

08 STR	09 EYE	09 INT	10 END
11 STA	13 HRG	07 AUR	09 MOV
12 DEX	11 SML	11 WIL	
09 AGL	11 VOI	05 MOR	

SKILLS

50 INITIATIVE	44 AWARENESS
45 DODGE	50 CLIMBING
50 UNARMED 2B	45 JUMPING
55 *MANKAR* 5E	44 STEALTH
55 DAGGER 5P	50 THROWING
45 *PICKAXE* 8P	63 METALCRAFT
55 SHIELD 2B	72 MINING

ARMOUR

Natural: B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

1d100		B	E	P	F
01-05	Skull	6	7	4	6
06-10	Face	3	2	1	2
11-15	Neck	4	3	1	3
16-27	•Shoulder	7	8	5	7
28-33	•Upper Arm	5	4	2	4
34-35	•Elbow	4	3	1	3
36-39	•Forearm	4	3	1	3
40-43	•Hand	3	2	1	2
44-60	Thorax	7	8	5	7
61-70	Abdomen	7	8	5	7
71-74	Groin	5	4	2	4
75-80	•Hip	5	4	2	4
81-88	•Thigh	4	3	1	3
89-90	•Knee	4	3	1	3
91-96	Calf	4	3	1	3
97-00	Foot	4	3	1	3

• Odd = Left, Even = Right

EQUIPMENT

Mankar, Pickaxe, Spear,
Roundshield, Mining Tools.
Cloth Tunic, Leather Vest & Cap.

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Art: *Richard Luschek*

GARGU-KHANU
The Black Orc

The black or great orcs, at an average height of 4'2", are the largest and most murderous of the Gargun. Their fur is black or dark brown. They justifiably regard themselves as the "warrior elite" of the Gargun. Strong for their size, the Khanu have little fear of humans; they are the most likely Gargun to mount raids on human settlements. Fortunately for the rest of Hârn, the Khanu breed far more slowly, and kill each other far more readily, than any other sub-species. With these checks on their population, Khanu are the least likely of all Gargun to swarm.

Khanu are not great builders. They are sometimes found dwelling alone in a cave complex, but are most often found as the ruling elite in a hybrid culture with Araki and/or Hyeka slaves. If they find themselves without a home, they attempt to conquer a Hyeka or Araki colony as soon as possible. A party of Khanu wandering the wilderness in search of a new home, or rounding up Araki or Hyeka slaves, is not uncommon. Such groups of Khanu are particularly aggressive and encountering them can be extremely dangerous.

Khanu prefer to fight with mangs or handaxes. When faced with death, these willful fighters are more likely to become berserk than flee. Surrender to a Khanu party is suicidal. They kill and eat prisoners without hesitation, or put out the eyes of their captives and drag them home for later eating.

GARGU-KHANU

Habitat: Caverns/Forest
Height: 50"
Weight: 105 pounds (Heavy)
Diet: Carnivore
Lifespan: 20–25 years
Group: 1d6

ATTRIBUTES

10 STR	09 EYE	10 INT	12 END
13 STA	13 HRG	09 AUR	09 MOV
12 DEX	11 SML	13 WIL	
09 AGL	11 VOI	04 MOR	

SKILLS

72 INITIATIVE	44 AWARENESS
45 DODGE	50 CLIMBING
60 UNARMED 3B	45 JUMPING
55 *HANDAXE* 6E	48 STEALTH
55 DAGGER 5P	50 THROWING
55 *MANG* 6E	50 SURVIVAL
55 SHIELD 2B	55 TRACKING

ARMOUR

Natural: B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

1d100		B	E	P	F
01-05	Skull	10	13	7	5
06-10	Face	3	2	1	2
11-15	Neck	4	3	1	3
16-27	•Shoulder	8	10	6	7
28-33	•Upper Arm	5	4	2	4
34-35	•Elbow	4	3	1	3
36-39	•Forearm	4	3	1	3
40-43	•Hand	3	2	1	2
44-60	Thorax	8	10	6	7
61-70	Abdomen	8	10	6	7
71-74	Groin	8	10	6	7
75-80	•Hip	8	10	6	7
81-88	•Thigh	4	3	1	3
89-90	•Knee	4	3	1	3
91-96	Calf	4	3	1	3
97-00	Foot	4	3	1	3

• Odd = Left, Even = Right

EQUIPMENT

Mang, Spear, Club, Handaxe, Roundshield.
Cloth Tunic, Ring Byrnie, Plate Halfhelm.

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GARGU-KYANI
The White Orc

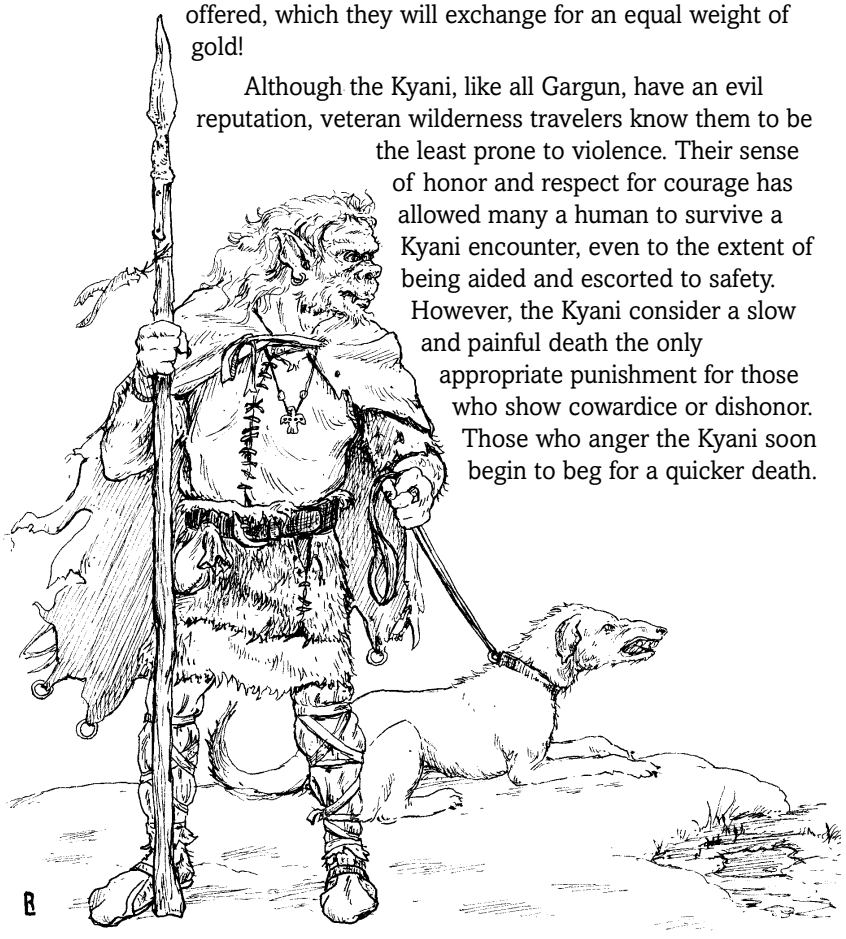
The white orcs average 3'10" in height and are the second smallest of the Gargun species. Their fur ranges in color from white to tawny brown. Although Kyani sometimes roam in nomadic woodland bands like the Araki, they more often build cave complexes in high alpine ravines or glaciers. Tribes range from 200 to 1,200 in size.

The Kyani have the highest sense of identification to the tribe and exercise more ritualism in their social arrangements than other Gargun. These rituals are mostly concerned with their "code of honor," which centers around the survival of the tribe; individuals are of lesser importance. When food supplies run low, elderly Kyani are expected to leave the tribe to face almost certain death by starvation.

The Kyani honor courage and abhor cowardice. Leadership of the tribe is decided by mortal combat, but the fight begins only after a formal challenge, never with a knife in the back. Most complexes have a "loyal guard", an elite fighting unit of the highest honor, whose primary duty is to cover escape of the tribe even if this means certain death.

The Kyani keep dogs and wolves as pets, which they do not maltreat too much. They also produce finer artifacts than other Gargun. They are particularly creative with silver, a metal they treasure above all else. They will engage in trade with non-Gargun, especially if silver is offered, which they will exchange for an equal weight of gold!

Although the Kyani, like all Gargun, have an evil reputation, veteran wilderness travelers know them to be the least prone to violence. Their sense of honor and respect for courage has allowed many a human to survive a Kyani encounter, even to the extent of being aided and escorted to safety. However, the Kyani consider a slow and painful death the only appropriate punishment for those who show cowardice or dishonor. Those who anger the Kyani soon begin to beg for a quicker death.



GARGU-KYANI

Habitat: Alpine Forest
Height: 46"
Weight: 96 pounds (Heavy)
Diet: Carnivore
Lifespan: 20–25 years
Group: 1d6

ATTRIBUTES

08 STR	09 EYE	11 INT	10 END
11 STA	13 HRG	10 AUR	10 MOV
12 DEX	11 SML	12 WIL	
10 AGL	11 VOI	06 MOR	

SKILLS

55 INITIATIVE	44 AWARENESS
50 DODGE	50 CLIMBING
50 UNARMED 2B	45 JUMPING
55 *MANKAR* 6E	48 STEALTH
50 DAGGER 5P	50 THROWING
45 SPEAR 7P	55 JEWELCRAFT
55 SHIELD 2B	50 SURVIVAL
	55 TRACKING
	66 *WOLFCRAFT*

ARMOUR

Natural: B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

1d100		B	E	P	F
01-05	Skull	9	6	3	7
06-10	Face	3	2	1	2
11-15	Neck	9	6	3	7
16-27	•Shoulder	6	7	4	6
28-33	•Upper Arm	6	7	4	6
34-35	•Elbow	4	3	1	3
36-39	•Forearm	4	3	1	3
40-43	•Hand	3	2	1	2
44-60	Thorax	6	7	4	6
61-70	Abdomen	6	7	4	6
71-74	Groin	12	11	7	11
75-80	•Hip	10	7	4	8
81-88	•Thigh	10	7	4	8
89-90	•Knee	5	4	2	4
91-96	Calf	5	4	2	4
97-00	Foot	5	4	2	4

• Odd = Left, Even = Right

EQUIPMENT

Spear, Mankar, Dagger, Roundshield.
Cloth Leggings, Leather Tunic, Fur Cowl and Kilt.

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Art: *Richard Luschek*

GARGU-VIASAL
The Red Orc

The red orcs, averaging four feet in height, are the second largest of the Gargun species. Their fur is auburn to red in color. Viasal prefer to dwell in cave complexes in a manner similar to the Hyeka, but have a slower birthrate, smaller communities of 700–1,200, and swarm less frequently than the brown orc.

Viasal are the most cannibalistic of Gargun species. Ritual eating of elderly Viasal is a form of ancestor worship. Those who die heroically are also eaten to honor that courage and to share it among others of the tribe. Conversely, enemies who show weakness or cowardice are usually killed and mutilated, but rarely eaten.

Viasal are second only to the formidable Khanu in aggressiveness. They are, in fact, much too aggressive to submit to Khanu enslavement. Relations between these Gargun is always violent. Several woodsmen have witnessed, from a safe vantage point, fights to the last orc between parties of Khanu and Viasal. The Khanu do not always win.

Viasal favor handaxes over mankars, but use both, and are particularly skilled with the dagger. Their racial memory includes an instinct for expert throat-cutting.

GARGU-VIASAL

Habitat: Caverns/Forest
Height: 48”
Weight: 100 pounds (Heavy)
Diet: Carnivore
Lifespan: 20–25 years
Group: 2d6

ATTRIBUTES

09 STR	09 EYE	09 INT	11 END
12 STA	13 HRG	08 AUR	09 MOV
13 DEX	11 SML	13 WIL	
10 AGL	11 VOI	04 MOR	

SKILLS

60 INITIATIVE	44 AWARENESS
50 DODGE	55 CLIMBING
50 UNARMED 2B	50 JUMPING
50 *HANDAXE* 6E	48 STEALTH
60 DAGGER 5P	50 THROWING
55 *MANG* 6E	50 SURVIVAL
55 SHIELD 2B	66 TRACKING

ARMOUR

Natural: B4 E3 P1 F3 GAC 1

STRIKE LOCATIONS

1d100		B	E	P	F
01-05	Skull	10	13	7	5
06-10	Face	3	2	1	2
11-15	Neck	4	3	1	3
16-27	•Shoulder	8	10	6	7
28-33	•Upper Arm	5	4	2	4
34-35	•Elbow	4	3	1	3
36-39	•Forearm	4	3	1	3
40-43	•Hand	3	2	1	2
44-60	Thorax	8	10	6	7
61-70	Abdomen	8	10	6	7
71-74	Groin	8	10	6	7
75-80	•Hip	8	10	6	7
81-88	•Thigh	4	3	1	3
89-90	•Knee	4	3	1	3
91-96	Calf	4	3	1	3
97-00	Foot	4	3	1	3

• Odd = Left, Even = Right

EQUIPMENT

Mang, Handaxe, Spear, Roundshield.
Cloth Tunic, Ring Byrnie, Plate Halfhelm.

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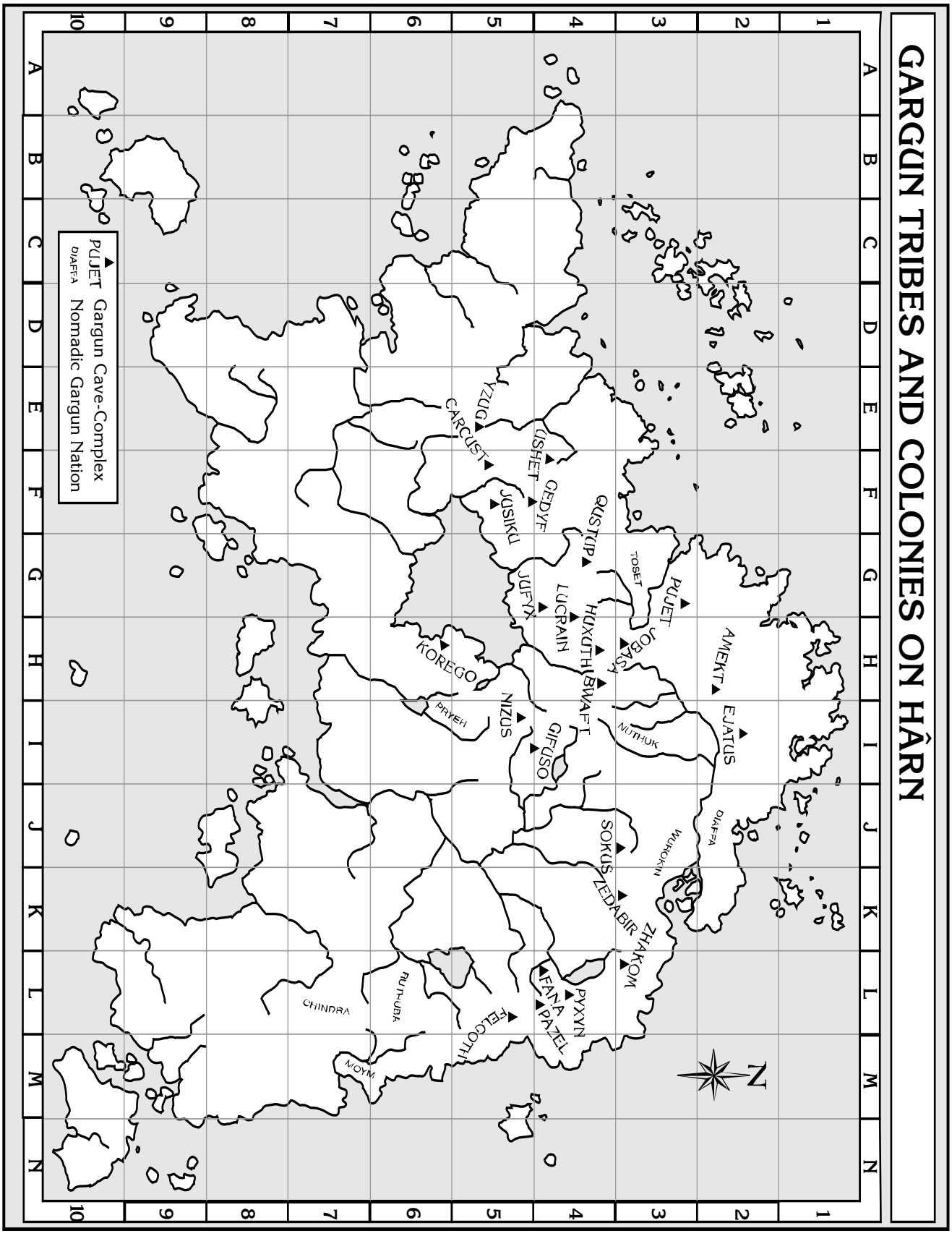
GARGUN TRIBES AND COLONIES ON HÂRN



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NOMADIC TRIBES

The following is an alphabetical list of all Gargun nomadic tribes with their approximate populations. In addition to the listed nations, there are dozens of small nomadic tribes scattered throughout Hârn numbering perhaps another 3,000 individuals. Small bands of Araki are particularly numerous along the shores of Lake Benath and are a significant menace to Ilviran pilgrims to ARAKA-KALAI.

Chindra, the [L7]
Hyeka: 900

The Chindra nation consists of four tribes, two protecting a queen. They are a particular nuisance to the human Bujoc tribe who share their range. Chindra relations with the *Pagaelin* tribesmen are less violent. Many Pagaelin carry weapons of Hyeka manufacture obtained by trade.

Diaffa, the [J2]
Araki: 2,700

The Diaffa are the largest concentration of Araki on Hârn, consisting of thirteen tribes, four protecting queens. They threaten the *Anoa* tribesmen, but are themselves under attack from the Khanu/Araki colony of Ejatus. Several tribes make their homes in the vast ancient Jarin burial ground of Gedan known as the "Lodge of a Thousand Souls". They often find themselves in conflict with Jarin rebels who use Gedan as a headquarters. For more information, see our separate article GEDAN.

Moym, the [M7]
Araki: 800
Hyeka: 100

The Moym consist of five tribes of Araki, two protecting a queen, and one tribe of Hyeka with a queen. The Hyeka have periodically attempted to assert leadership of the Moym nation, so far without success. The Moym range extends northward from the River Horka just opposite the city of Thay so they live closer to a major human settlement than any other Gargun. The Moym are sometimes hunted by the bolder folk of northern Melderyn, but unwary hunters rarely live to boast of their sport.

Nuthuk, the [I3]
Araki: 1,500
Hyeka: 200
Kyani: 60

The Nuthuk are a disorderly collection of eleven Araki, two Hyeka, and one Kyani tribe. Only one Hyeka tribe protects a queen. The second tribe, about 40 orcs, is recovering from a losing war with two Araki tribes. To ensure their survival, they must hope to steal a princess from the other Hyeka tribe.

The small Kyani tribe is the remnant of a swarm from Bwaft two years ago. Their female died during the swarm, and this queenless band faces extinction.

The Nuthuk are a menace to the *Anoa* and *Taelda* tribesmen, to caravans on the Fur Road, and to isolated settlements near Leriel.

Pryeh, the [I5]
Araki: 1,700

The Pryeh nation consists of 14 tribes protecting three queens. Reasonably well-organized, they are constantly at war with interloping Hyeka from Gifuso, Viasal from Nizus, and *Kath* and *Chelni* tribesmen. This experience has taught them much about the ways of war, and the Pryeh are one of the many dangers connected with ELKALL-ANUZ.

Ruthuba, the [L6]
Araki: 300

The smallest Araki nation, the Ruthuba consist of three tribes, one protecting a queen. They are a significant annoyance to the bizarre Ilme of the Ilmen Marsh. There are also periodic skirmishes with the nomadic Chindra Hyeka to the south. Their relationship with Pagaelin tribesmen is better, in that some trade occurs between massacres.

Toset, the [G3]
Araki: 900

The Toset skirmish regularly with both the *Ymodi* and *Equani* tribesmen who share their range. Their relations with the Equani are particularly hostile, with no quarter being asked nor given. Seven individual tribes comprise the Toset nation, only one protecting a queen. The Toset are seldom a threat to civilized people, although they once harassed the now-abandoned Ivinian colonies of Morvilya Bay.

Wurokin, the [J3]
Araki: 1,300

The fifteen tribes of the Wurokin nation occupy the region south of the Anoth Delta. Three tribes protect queens. The Wurokin are deadly enemies of TAELDA tribesmen, and occasionally ally themselves with the Viasal of Zedabir or the Hyeka of Sokus. A particularly difficult enemy of the Wurokin is NORON and his sons, who hunt them for sport.

GARGUN COLONIES

The following is an alphabetical list of all major, permanent Gargun settlements on Hârn, with their approximate populations.

Amekt [H2]
Kyani: 1,300

Located in an abandoned Khuzdul mine, Amekt is the largest Kyani colony on Hârn and, with the possible exception of Pujet, the most peaceful. The orcs of Amekt rarely trouble human settlements or travelers, and are content to survive on game and their substantial livestock holdings. The current king is Shesga, age 23, who has ruled for two years. He succeeded Ganna, who suffered the rarest of Gargun demises: dying in his sleep after a seven-year reign. Shesga, like most of his predecessors, hopes to establish peaceful relations with his human neighbors, but has no idea how this might be accomplished.

Bwaft [H4]
Kyani: 800

A natural cave complex almost 6,000 feet above sea level on the southeastern slope of Mount Obew in the northern Felshas. After centuries of relative peace, the Kyani of Bwaft currently find themselves involved in a vicious war with the Hyeka of Huxuth. For details and plans, see our separate BWAFT article.

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Carcust [F5]
Hyeka: 2,000

One of the largest Gargun communities on Hârn, Carcust was founded by survivors of the Battle of Sirion. As such, it is also one of the oldest colonies on Hârn. Carcust is the site of an ancient Khuzdul mine, and its defensive capabilities have been considerably improved over the years. King Drogor "Bone-Splitter" is 15 and recently came to the throne by the traditional method of murdering his predecessor.

Ejatus [I2]
Khanu: 260
Araki: 1,100

Ejatus is a natural cave complex in the Jahl Mountains with an Araki population subservient to a Khanu elite. Having Khanu overlords is not uncommon among the Gargun, but these Khanu, originating from Zhakom, are themselves under the control of Gwadira, a powerful renegade Shek-Pvar. For complete details, see our separate EJATUS article.

Fana [L4]
Viasal: 1,200

A rich Khuzan silver mine seized almost 600 years ago by a massive swarm of Viasal. The Khuzdul of Azadmere have made dozens of futile attempts to regain Fana over the centuries, the most recent being in 689. The Viasal of Fana often skirmish with the nearby Hyeka of Pazel, and are always a menace to travelers using the Silver Way. For details and plans, see our separate article FANA.

Felgoth [L5]
Hyeka: 1,100

A natural cave complex in the Sorkin Mountains west of Garvin Bay and northeast of Tontury Lake. The settlement is surrounded by dozens of semi-nomadic splinter bands, most of whom pay some form of tribute to King Lorgath of Felgoth. The nomadic bands are small, but present a nuisance to the denizens of Ilmen Marsh.

Gedyf [F4]
Hyeka: 1,500

Gedyf is one of the oldest Gargun communities on Hârn. It is a natural cave formation which has been considerably expanded by its present occupants. The Gedyf Hyeka are particularly skilled at weaponcraft, and have benefited from the large deposits of high-grade iron in their home. The current king is Meshkar, a cunning and wicked Hyeka of 21 years. He has reigned for three years, a respectable longevity for a Gargun monarch.

Gifuso [I5]
Hyeka: 1,200

Located on an eastern spur of the Felsha Mountains, Gifuso threatens the northern range of the KATH tribesmen and the settlements of northwestern Kaldor. Torz "Gotch-Eyed," the brutal and hideous current 12 year-old king of Gifuso, has reigned for three months.

Huxuth [H4]
Hyeka: 1,500

Always a menace to travelers, Huxuth has become far more organized and dangerous in the last three years. King Krega is a shrewd and cunning ruler whose natural talents are enhanced by an Earthmaster artifact and an enslaved human Shek-Pvar. Krega dreams of leading a unified empire to include Bwaft, Jobasa, Jufyx, and Lucrain. He recently attacked Bwaft, forcing the Kyani there to pay tribute. For details and plans, see our separate article HUXUTH.

Jobasa [H3]
Hyeka: 2,100

One of the oldest and largest Gargun communities on Hârn, Jobasa is a constant threat to the YMODI tribesmen of Himod. Jobasa is ruled by Pratago, a 15 year old orc of savage and bestial habits. Jobasa is one of the targets of King Krega of Huxuth, and the Gargun of the two colonies are constantly involved in hostilities.

The Jobasa have a legend which tells of the capture, shortly after their colony was founded, of a party of Khuzdul which included the King of Kiraz. Perhaps Jobasa contains the master key to KIRAZ.

Jufyx [G4]
Viasal: 950
Araki: 40

A natural cave complex, expanded first by human miners and later by the current inhabitants, Jufyx presents a significant threat to pilgrims to Araka-Kalai. The colony was founded by a swarm from Nizus in 298. The Jufyx Viasal claim lordship over the numerous bands of Arak in the region, but have been unable to enslave them. Only a few dozen Arak dwell in Jufyx. The king of Jufyx is Slotrik, but any of several powerful challengers is likely to remove him from power in the near future. Jufyx has been targeted as a future conquest by King Krega of Huxuth, and a few skirmishes have taken place with his forces.

Jusiku [F5]
Viasal: 1,180

Located on a southern spur of the Rayesha Mountains, Jusiku is a constant threat to the human mining colonies at Iracu and Sirion. Space is limited in the colony, primarily due to the extreme difficulty of tunelling its granite. The Viasal refuse to move because the rare pink granite appeals to them. Population growth has nearly reached the crisis point: a civil war or a swarm is imminent. A swarm could have dire consequences for Iracu, which lies five leagues away. Although well designed for defense, a swarm of several hundred Viasal could easily overrun the mining camp. King Daklar maintains a restless peace at Jusiku.

Korego [H6]
Hyeka: 2,300

Korego is the oldest and most populous Gargun colony on Hârn. Due to its proximity to the Salt Route, it is also one of the most troublesome. The Hyeka of Korego have a long history of conflict with the *Tulwyn* tribesmen. The colony is currently under the sway of two ruthless human females: Gwadira the Mage and Cylesa the Mask. For details and plans, see our separate article KOREGO.

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Lucrain [H4]
Kyani: 460

Located in a startlingly-beautiful natural cave complex, Lucrain holds the dubious distinction of being the most physically-attractive Gargun colony on Hârn. The inhabitants, however, do not encourage tourism. Ruled by Gradak, a highly-aggressive Gargun by Kyani standards, the colony gives periodic trouble to the local human tribes. Lucrain is coveted by King Krega of Huxuth, but major bloodshed has not yet occurred.

Nizus [I5]
Viasal: 1,050

Located in a pass through the Felsha Mountains, the Viasal have grown to enjoy the taste of Ilviran pilgrims foolish enough to take this route to Araka-Kalai. King Saryng has ruled for several months and is normal for a Viasal monarch, meaning particularly nasty and brutish.

Pazel [L4]
Hyeka: 1,900

A natural cave complex on the southern slopes of Mount Jenzu, Pazel periodically skirmishes with Felgoth and Fana. King Ricarga of Pazel has ambitions of conquest which he hopes will distract those intent on roasting him for dinner.

Pujet [G3]
Kyani: 390

Pujet was founded by a deliberate policy of colonization. In 590, fearing a civil war, King Harog renounced the kingship of Amekt and led two hundred followers and a few princesses to Pujet, a pre-selected location in the western Jahl Mountains. Since that time, there have been regular embassies between Pujet and Amekt, and relations between the two colonies have been mostly good.

The Pujet Kyani also have allied with the *Ymodi* tribesmen against the *Equani* tribesmen, who threaten both. The Kyani recently brought food and supplies to a starving, isolated Ymodi village that had suffered a particularly bad winter.

King Clagan, age 19, has reigned for one year.

Pyxyn [L4]
Khanu: 150
Hyeka: 800

A large complex of Khuzan origin in the Sorkin Mountains. Much of the complex is uninhabited so there is considerable room for growth. The Hyeka are used as warriors in the constant struggles with the dwarves of Azadmere. The Khanu king is Chaga "the Hammer," who recently emerged the victor of a merciless power struggle after the previous king was slain in battle with the Khuzdul. There is no Hyeka king; access to the Hyeka queen is granted by the Khanu.

Qustup [G4]
Hyeka: 1,000

A small colony established in an ancient mine, probably of Khuzan origin. The Hyeka of Qustup are a periodic threat to the indigenous Equani tribesmen. In 684, swarming Gargun from Qustup destroyed the mine at Izora, but no permanent colony was ever established there. King Kruska only recently attained the throne by the traditional method of murder and cannibalism.

Sokus [J3]
Hyeka: 900

The smallest independent colony of Hyeka on Hârn, Sokus is also one of the least aggressive. No doubt their proximity to Noron's Keep and its dangerous, Gargun-hating inhabitants account for their unusual caution. Notwithstanding their fear of Noron, the Hyeka of Sokus present a menace to unwary or lightly-armed travelers in the region. They are ruled by King Araga, whose wariness has allowed him to rule for six years, a miraculous tenure for a Gargun lord.

Ushet [F4]
Khanu: 110
Araki: 220
Hyeka: 600

Ushet is a former hunting lodge of the Khuzan kings of Kiraz. There are no Araki or Hyeka kings. Breeding privileges for both species are granted at the pleasure of the Khanu king, Sharuk, who has ruled for almost a year. For details and plans of Ushet, see our publication *Kiraz*.

Yzug [E5]
Kyani: 420

Yzug's population, which was well over a thousand a year ago, has declined precipitously in the last six months due to a virulent disease which has swept through the colony. The disease manifests as uncontrollable coughing fits, bloody saliva, and swollen glands and sinuses, leading to death in about 60 percent of all cases. Over 500 orcs have died during the epidemic, including three kings of Yzug. Another 200-300 have fled the colony. The present king is Jarrga, who has reigned for less than a month. The disease is of unknown origin and has not infected other communities.

Zedabir [K3]
Viasal: 800

Located in the northern Sorkin mountains, the Zedabir are frequently hunted by NORON and his sons. A recent civil war resulted in the deaths of over 500 orcs. King Woflarg, 20, has reigned six months.

Zhakom [L3]
Khanu: 260
Hyeka: 500

Located in an abandoned Khuzdul mine, Zhakom was first inhabited by Hyeka about 300 years ago. It has been a threat to Azadmere ever since, especially after a band of Khanu subjugated the Hyeka around 660. Since this time, the frequency and ferocity of attacks has markedly increased. In 719, however, Zhakom suffered a extremely bloody civil war, resulting in the deaths of over 1,700 Gargun. Some observers in Azadmere, noting the cessation of attacks from Zhakom, have drawn the correct conclusion. They urge that Zhakom be attacked and destroyed while it is relatively weak.

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Ivashu are Ilvir's creatures, known as the *Fatherless Multitude* by the faithful, or the *Accursed Beasts of the Barren Circle* by non-believers. Ilvir creates the Ivashu at Araka-Kalai, making use of a limited number of souls over and over again. Some Ivashu are fairly common, because they have proved most adaptable to survival, or because they are the easiest to create. However, Ilvir also enjoys experimental lifeforms and can produce any conceivable beast in some quantity. Many varieties are unique, created to perform a specific task, or just to amuse the deity.

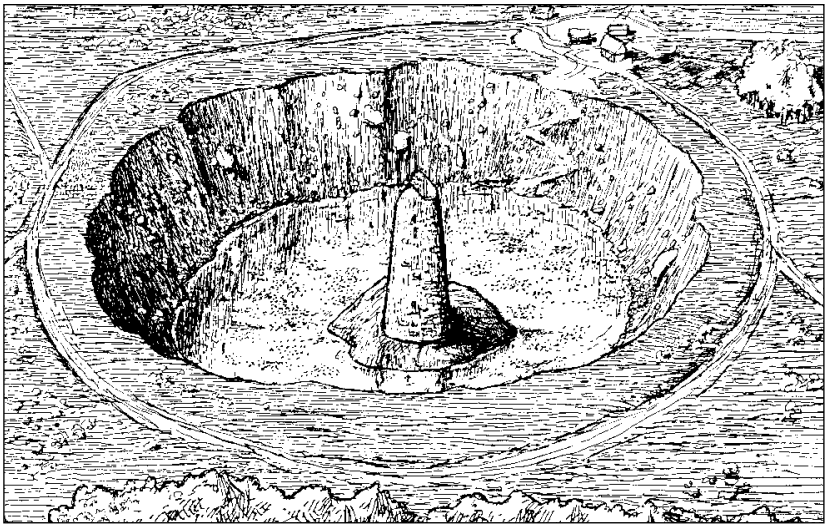
The Ivashu are totally sexless and cannot breed. When they die, their souls return to Araka-Kalai, where Ilvir reincarnates them into a new body. After spending some time in the court of the deity, they are sent into the world again. Many are quickly slain by predators or other Ivashu, but some survive and may be found in any part of Lythia.

Most Ivashu possess strange powers. Many are intelligent and speak Ivashi, their own language; others are semi-intelligent and operate largely on instinct. Some of the more benign varieties have even learned local human dialects. A few species seem to live for centuries, while others have lifespans that can be measured in months.

An Ilviran cleric can be very helpful in convincing an Ivashu to leave player characters alive when it planned to have them for dinner. The cleric, of course, might ask the characters to perform a "willing service for the true church" before the hungry Ivashu leaves the scene.

GM NOTE: *The existence of Ilvir and the Ivashu provides GMs with a rationale for introducing any type of creature into their campaign. As long as these creatures are Ivashu, unable to reproduce, there will not be a lot of them. Campaigns will remain balanced even if the new creatures turn out to be more deadly than the GM anticipated. The local knight can probably deal with the occasional beastie, otherwise aid will be enlisted from a liegelord, and eventually from the king if necessary. As long as the creature isn't powerful enough to defeat an entire kingdom, it will be dealt with sooner or later.*

The Pit of Ilvir



ARAKA-KALAI

A huge limestone sinkhole located in central Hârn near the northeast shore of Lake Benath. According to legend and the doctrine of the Ilviran church, Araka-Kalai is the dwelling of the god Ilvir. An ancient tower stands on a rocky island in the center of the Pit of Ilvir, surrounded by a liquefied, fermenting sludge with a stench that puts to shame all other malodorous humors. Beneath this crumbling tower, in dank, endless caverns, the Accursed Lord of the Barren Cycle is said to spawn his "fatherless multitude".

Obviously, Ilvirans deem Araka-Kalai to be highly sacred. Every year some 200-300 hardy followers of this mystic religion make an arduous pilgrimage to the site, mostly via Leriel, but sometimes via Shiran across Lake Benath. Roughly one mile northwest of the Pit there is an Ilviran religious community called Ochrynn, a temple and hostel complex run by the Order of the Ochre Womb. This isolated settlement of about 100 priests and common folk prospers by catering to pilgrims and, surprisingly, to traders seeking Ivashu for the Pamesani. A small renegade group called the Dark Order, vehemently opposed to this latter policy, broke away from the Ochre Womb some years ago and now inhabit the miles of natural caverns that inter-connect with Araka-Kalai. Since the Dark Order was formed, many of those involved in the lucrative Ivashu trade have met with violent death, or have disappeared.

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Art: *Eric Hotz*

AKLASH
The Choking Wind

The Aklash is a semi–intelligent Ivashu best known for its awesomely foul breath. Ranging between six and nine feet in height, possessed of great strength, and weighing upwards of 300 pounds, the Aklash's hairless body is covered by rolls of pale fat which heal over with alarming rapidity (one injury level per minute). The brain is located deep within its upper thorax; the only significant exposed organs are its monochromatic and insensitive eyes. They are generally found in groups of 1–4.

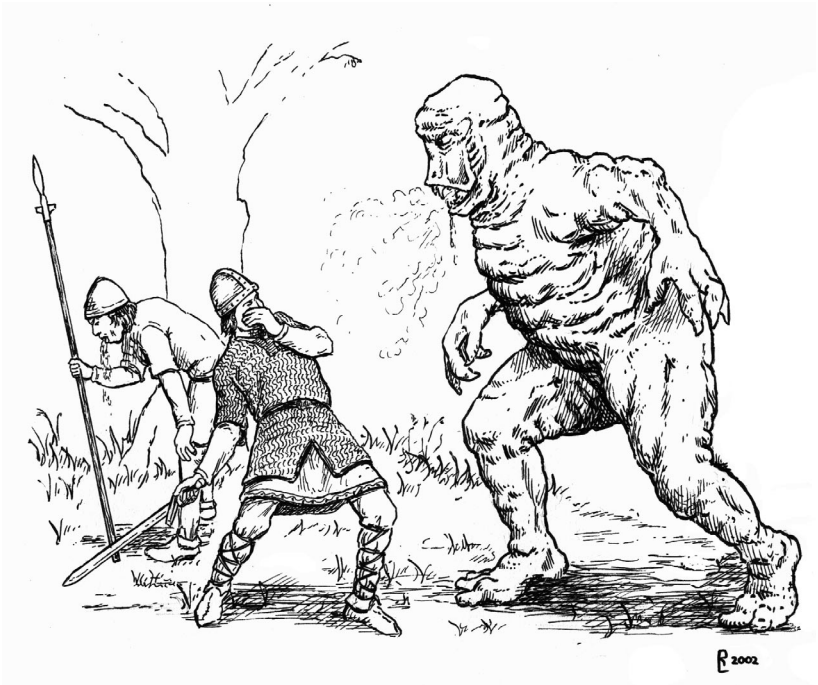
Habitat & Hunting

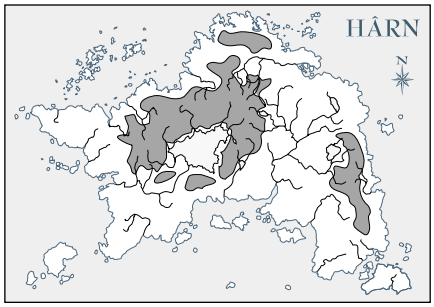
Aklash range mainly in alpine foothills between 2000 and 5000 feet, higher in summer, lower in winter, following the migration of mountain goats, deer, and other alpine mammals on which they feed. In northern climes they are found at lower elevations.

With its huge, fanged mouth, the Aklash has a voracious, omnivorous appetite. They are fond of needleleaf cones and alpine berries. They rely on their overpowering foul breath to stun and overcome prey. Animals with keen noses are the most vulnerable.

The Choking Wind

The Aklash's breath (ML 60) may be directed up to ten feet, causing profound nausea (special penalty) equal to the victim's SMLx3 for 10–30 seconds. Success also gains the creature a tactical advantage.





AKLASH

Habitat: Alpine Forest
Height: 8 feet
Weight: 400 pounds
Diet: Omnivore
Lifespan: 35 years
Group: 1d4

ATTRIBUTES

19 STR	04 EYE	04 INT	17 END
18 STA	10 HRG	08 AUR	10 MOV
10 DEX	06 SML	14 WIL	
08 AGL			

SKILLS

60 INITIATIVE	28 AWARENESS
40 DODGE	44 STEALTH
60 BREATH	35 TRACKING
50 CLAW 5E	
40 BITE 5P	

ARMOUR

B10 E8 P7 F7 GAC 3

STRIKE LOCATIONS

01-12	Head
13-18	Neck
19-27	•Shoulder
28-33	•Upper Arm
34-35	•Elbow
36-39	•Forearm
40-43	•Hand
44-63	Thorax
64-74	Abdomen
75-80	•Hip
81-88	•Thigh
89-90	•Knee
91-96	Calf
97-00	Foot

• Odd = Left, Even = Right

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Art: *Richard Luschek*

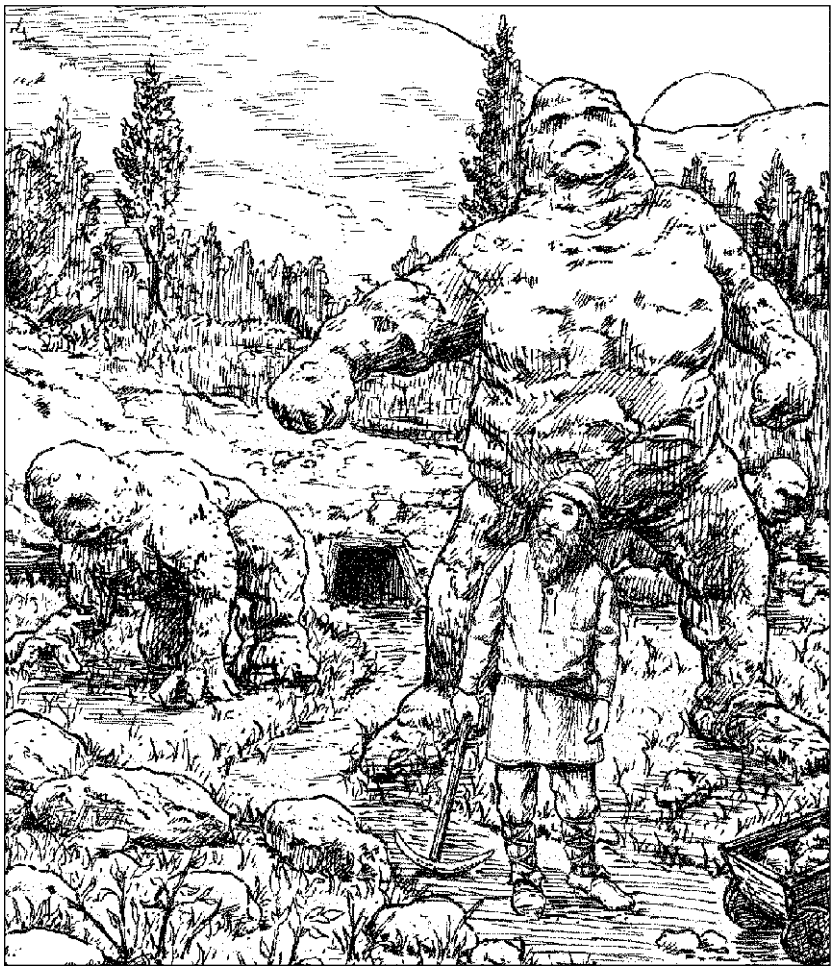
HRU
The Rock Giant

The Hru is a gentle rock giant that typically stands 12 feet tall and weighs three tons, although some attain fifteen feet in height and four tons in weight. They are nocturnal, and transform during the day into a large boulder, or pile of rocks. At night the Hru's earth–shaking stride has frightened many a traveller.

They are fairly sociable creatures and may be found in colonies of up to forty. The strange rumbling songs they use to converse send shivers down the spines of most who hear them. Their voices are at the lowest pitch of human hearing which adds to the discomfort of human listeners.

Habitat

Hru may be found across stony highlands and alpine wastes throughout the island. At night, the Hru draws sustenance directly from the earth. Hru are quite wise; their main concerns are centered around preservation of their alpine environment. Ilvirans believe the Hru were created to restore damaged environments. Miners, timberwrights, and others who despoil their homeland are never welcome.



HRU

Habitat: Highlands
Height: 13 feet
Weight: 6500 pounds
Diet: See Text
Lifespan: 700 years
Group: 5–40

ATTRIBUTES

57 STR	07 EYE	13 INT	37 END
40 STA	07 HRG	10 AUR	07 MOV
08 DEX	07 SML	13 WIL	
06 AGL			

SKILLS

55 INITIATIVE	28 AWARENESS
30 DODGE	36 STEALTH
40 TRAMPLE 14B	

ARMOUR

B12 E11 P10 F10 GAC 4

STRIKE LOCATIONS

01-10	Head
11-15	Neck
16-27	•Shoulder
28-33	•Upper Arm
34-35	•Elbow
36-39	•Forearm
40-43	•Hand
44-60	Thorax
61-74	Abdomen
75-80	•Hip
81-88	•Thigh
89-90	•Knee
91-96	•Calf
97-00	•Foot

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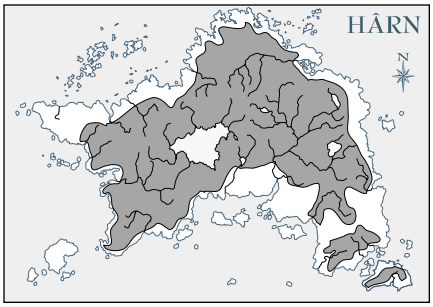
NOLAH
The Dank Stalker

The Nolah, or Hârnic Troll, is a man-sized humanoid with moist, hairless skin that lies in folds and wrinkles all over its body. The tough, pebbly skin can contort and stretch to fit through small fissures in stone walls. Nolah are quite intelligent; they use tools and weapons captured from their victims, speak Ivashi, and some may understand a little of human speech.

Habitat & Hunting

Nolah have an affinity for damp stone and earth. They can be found all across Hârn, resting in stone fissures within crypts, caves, bridges, and walls. They are solitary by disposition, although a cavern complex may be home to more than one.

The Nolah's primary hunting method is to CHARM a single victim: roll 3d6; if the roll exceeds the victim's WILL, they will come to the Nolah's lair and submit. The CHARM has a range of one league, provided the Nolah can see or hear the victim. Their prey is any animal up to the size of a horse, but they also enjoy human flesh.



NOLAH

Habitat: Damp Places
Height: 7 feet
Weight: 200 pounds
Diet: Carnivore
Lifespan: 180 years
Group: One (1)

ATTRIBUTES

14 STR	11 EYE	12 INT	15 END
19 STA	15 HRG	15 AUR	13 MOV
12 DEX	15 SML	11 WIL	
17 AGL	05 VOI		

SKILLS

65 INITIATIVE	56 AWARENESS
85 DODGE	56 STEALTH
70 UNARMED 4B	80 SWIMMING
75 CHARM	70 TRACKING
65 CLUB 4B	

ARMOUR

B9 E7 P5 F6 GAC 2

STRIKE LOCATIONS

01-10	Head
11-15	Neck
16-27	•Shoulder
28-33	•Upper Arm
34-35	•Elbow
36-39	•Forearm
40-43	•Hand
44-60	Thorax
61-74	Abdomen
75-80	•Hip
81-88	•Thigh
89-90	•Knee
91-96	•Calf
97-00	•Foot

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UMBATH
Bearer of the Mask

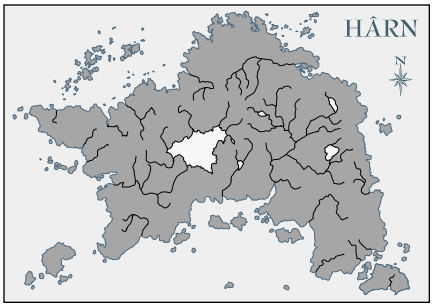
Umbathri are short humanoids and almost unbearably ugly, hence the epithet *Bearer of the Mask*. They rarely exceed two feet in height. Of considerable intelligence, these Ivashu live only partly on the mortal plane. They could be thought of as demons who can blink in and out of existence at will.

Umbathri display varying levels of insanity but are more mischievous than evil. They rarely attack, but seem to derive pleasure from terrorizing those they encounter. Worse, their insane babbling may attract the attention of a large predator or a party of foraging Gargun, indirectly causing danger to those they torment.

Ordinary weapons do not harm Umbathri, but they will scream or howl if struck and then vanish, at least for a few minutes. They are highly sensitive to magical weapons or spells.

Hunting & Habitat

Umbathri may be encountered *anywhere* on Kethira. It is not known whether they eat or drink in any normal sense. They are typically encountered in insanely–babbling packs of 2–24.



UMBATH

Habitat: Ethereal
Height: 20–24”
Weight: Trace
Diet: Unknown
Lifespan: Immortal
Group: 2-24

ATTRIBUTES

• STR	• EYE	13 INT	• END
• STA	• HRG	19 AUR	40 MOV
• DEX	• SML	12 WIL	
• AGL			

SKILLS

70 INITIATIVE	95 SENSITIVITY
95 DODGE	95 TELEPATHY

ARMOUR

Immune to mundane damage.

STRIKE LOCATIONS

01-10	Head
11-15	Neck
16-27	•Shoulder
28-39	•Fore Limb
40-43	•Fore Paw
44-58	Thorax
59-65	Abdomen
66-75	Tail
76-89	•Hind Quarter
90-97	•Hind Limb
98-00	•Hind Foot

• Odd = Left, Even = Right

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VLASTA
Eater of Eyes

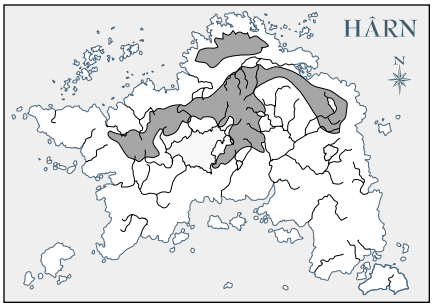
Vlasta rarely exceed eighteen inches in height or twenty pounds in weight. Yet these voracious carnivores are among the most feared of predators. With their powerful tails and hind legs, Vlasta can leap up to twenty feet, and move with great speed over short distances.

Habitat & Hunting

Vlasta are encountered in caverns, and nearby surface terrain, in groups of 2–12. They feed mainly on small rodents, but will attack creatures as large as man.

They attack large victims by leaping at the face (aim high) hoping to devour an eye or two which they consider a tasty delicacy. If a Vlasta inflicts a Bite wound against any Head location, there is an 70% chance the victim will lose one eye due to rapid pecks and gouges. The loss can be automatic with a CS strike.

Fortunately, Vlasta are not sturdy creatures and their light bones break easily.



VLASTA

Habitat: Caverns
Length: 18”
Weight: 20 pounds
Diet: Carnivore
Lifespan: 5 years
Group: 2d6

ATTRIBUTES

06 STR	17 EYE	03 INT	08 END
10 STA	15 HRG	05 AUR	25 MOV
17 DEX	19 SML	10 WIL	
19 AGL			

SKILLS

65 INITIATIVE	68 AWARENESS
95 DODGE	60 STEALTH
80 CLAW 2E	75 JUMPING
64 BITE 2P	Vlasta can leap AGL feet.

Eater of Eyes: *If a Vlasta inflicts a Bite wound against any Head location, there is an 70% chance the victim will lose one eye due to rapid pecks and gouges.*

ARMOUR

B2 E1 P1 F2 GAC 0

STRIKE LOCATIONS

01-20	Head
21-25	Neck
26-30	•Fore Limb
31-60	Torso
61-90	Tail
91-00	•Hind Limb

• Odd = Left, Even = Right

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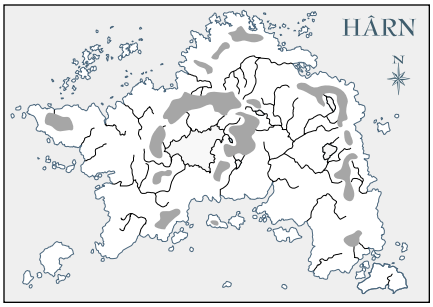
Art: *Richard Luschek*

YELGRI
The Hârnic Harpy

The Yelgri inhabit the forested mountain regions of Hârn. They number no more than a few thousand, scattered across the island in colonies of 12-48. The range map is based primarily on reports from miners and timberwrights and should not be considered exhaustive or completely reliable.

The average Yelgri male weighs seventy pounds and is four feet high, with a wingspan of twenty feet. Females are smaller. Yelgri are aggressive, although somewhat skittish. They are predatory carnivores and scavengers and use primitive tools and weapons.

Tales suggesting the Yelgri resemble winged humans are fanciful. The Yelgri are compact and light boned. Their wings have bird-like skeletal structures. The skin on the wings, like that on the rest of the body, is featherless. This gives the Yelgri a bat-like appearance and they are often reported as "huge bats" by observers. Yelgri skin is tough and leathery. Male harpies have reddish-brown hides; females are usually dark gray. Harpy visages are unpleasant, even grotesque. A spiked, leathery, dark red crest crowns harpy males. The illustration below shows an adult Yelgri male diving to attack.



YELGRI

Habitat:	Alpine Wilderness
Height:	4 feet
Wingspan:	20 feet
Weight:	70 pounds
Diet:	Carnivore/Scavenger
Lifespan:	15-20 years
Group:	2d6

ATTRIBUTES

08 STR	17 EYE	06 INT	08 END
07 STA	15 HRG	10 AUR	10 MOV
08 DEX	15 SML	10 WIL	30 FLY
10 AGL			

SKILLS

50 INITIATIVE	64 AWARENESS
50 DODGE	85 FLYING
40 SPEAR 7P	55 THROWING
50 CLAW 2E	45 WEAPONCRAFT
40 TALON 5P	

ARMOUR

B3 E3 P1 F4 GAC 1

STRIKE LOCATIONS

01-10	Head
11-15	Neck
16-35	•Wing
36-45	•Arm
46-50	•Hand
51-65	Thorax
66-75	Abdomen
76-85	•Leg
86-90	•Foot
91-00	Tail

• Odd = Left, Even = Right

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Art: *Richard Luschek*

YELGRI 2

The Yelgri prey mainly on birds and small animals, but are also scavengers. Carrion makes up a substantial portion of their diet, nor are they averse to cannibalism. If there is a shortage of food they will turn on the weakest member of the flock and devour it. They also eat Yelgri who die of natural causes, or who are killed by other creatures. Yelgri have sharp, spike-like teeth which enable them to rip and tear flesh. Like most predatory avians, they have taloned feet well suited for clutching and tearing. Yelgri hands have opposable thumbs, allowing them to use tools. They make and use crude clubs and spears. They do not use fire and fear open flame.

Yelgri are not particularly fertile. The male to female ratio is about two to three and they mate in the spring and early summer of each year. The Yelgri are oviparous; eggs are fertilized within the female, then laid and incubated for a period of six or seven weeks. Females lay up to three eggs, which are often infertile and do not hatch. Yelgri young are protected (primarily from other harpies) by their mother until they are about six months old; at this stage, the young have developed enough to fly.

Yelgri reach maturity at two years of age and may live as long as twenty years. They are quite strong for their size; a harpy could carry off a small human child or a young Gargun. Should Yelgri manage to kill larger animals they dismember their victims for easier transport.

Although the Yelgri are quasi-reptilian, they are warm-blooded. Cold does not greatly affect them, but they are uncomfortable in humid or hot weather. To alleviate the heat, they flap their wings while perched, creating a breeze around themselves.

The Yelgri are semi-intelligent, the approximate equivalent of the higher apes. Their speech consists of babbles and screeches incomprehensible to humans. Their noise can be quite deafening. They may have a crude language, but no one has ever cared enough to learn it. The writings of the half insane mage Wodhos record that he domesticated several Yelgri, but reputable scholars reject this claim as the ravings of a deluded mind.

Way of Life

Yelgri are communal, constructing nests near others of their species. Their nests are similar to that of a large bird, woven of branches, leaves, and grass cemented together with mud and excrement. These are mostly found beneath overhangs on high mountain bluffs. Nests can often be detected from a distance because Yelgri emit a sour, unpleasantly musky odor that intensifies greatly during the spring and early summer. The ground below Yelgri nests is always littered with dung, bones, and other detritus from their meals.

A flock of Yelgri is led by the dominant male; he can be distinguished from other males by his risen crest. Lesser males do not raise their crests unless they intend to challenge for domination of the flock, or when they swoop to attack when hunting.

Yelgri are aggressive and violent. but usually avoid attacking a large animal capable of defending itself. They often taunt and harrass bigger creatures (including man) by swooping over their heads, screeching gibberish, dropping dung and rocks. Yelgri squabble among themselves and these conflicts are often fatal.

The only significant natural enemies of the Yelgri are the Gargun, who also inhabit similar wilderness terrain. The orcs have developed a fondness for Yelgri flesh and eggs, and hunt them regularly, although often frustrated by the harpies advantage of flight and high nests. A flock of Yelgri will sometimes attack small parties of Gargun. If successful they will devour any foulspawn killed, making them one of the few creatures willing to eat orc flesh.

Yelgri are generally hostile to humans, possibly assuming them to be a larger species of Gargun. When they encounter men they usually respond with much the same behavior they manifest towards orcs. If a large party of humans is spotted, the harpies will usually glide off to hide or gather assistance; three or four flocks sometimes cooperate to attack a large group of enemies. Yelgri have little interest in material possessions; they are motivated primarily by hunger, sex, and territory. Yelgri fight furiously if their nests are threatened with attack. Human involvement with the Yelgri is most often the result of unknowingly approaching one of their nest colonies.

Yelgri are one of the few creatures that kill for amusement and not merely to feed or defend themselves. The fate of a party of human wayfarers travelling the eastern slopes of the Felsha Mountains in 718 is an example of their savagery. Already badly mauled by a Gargun attack, the party of five unwittingly camped within a mile of a Yelgri colony to tend their wounds. They suffered daily attacks from harpies that resulted in the death of three more humans. The two survivors reported that although the party sought desperately to disengage and flee, the Yelgri pursued and seemed to delight in the sport of attacking a relatively helpless foe.

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